

ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

VIRTUAL BOY!
More on the 32bit beast!

ULTIMATE

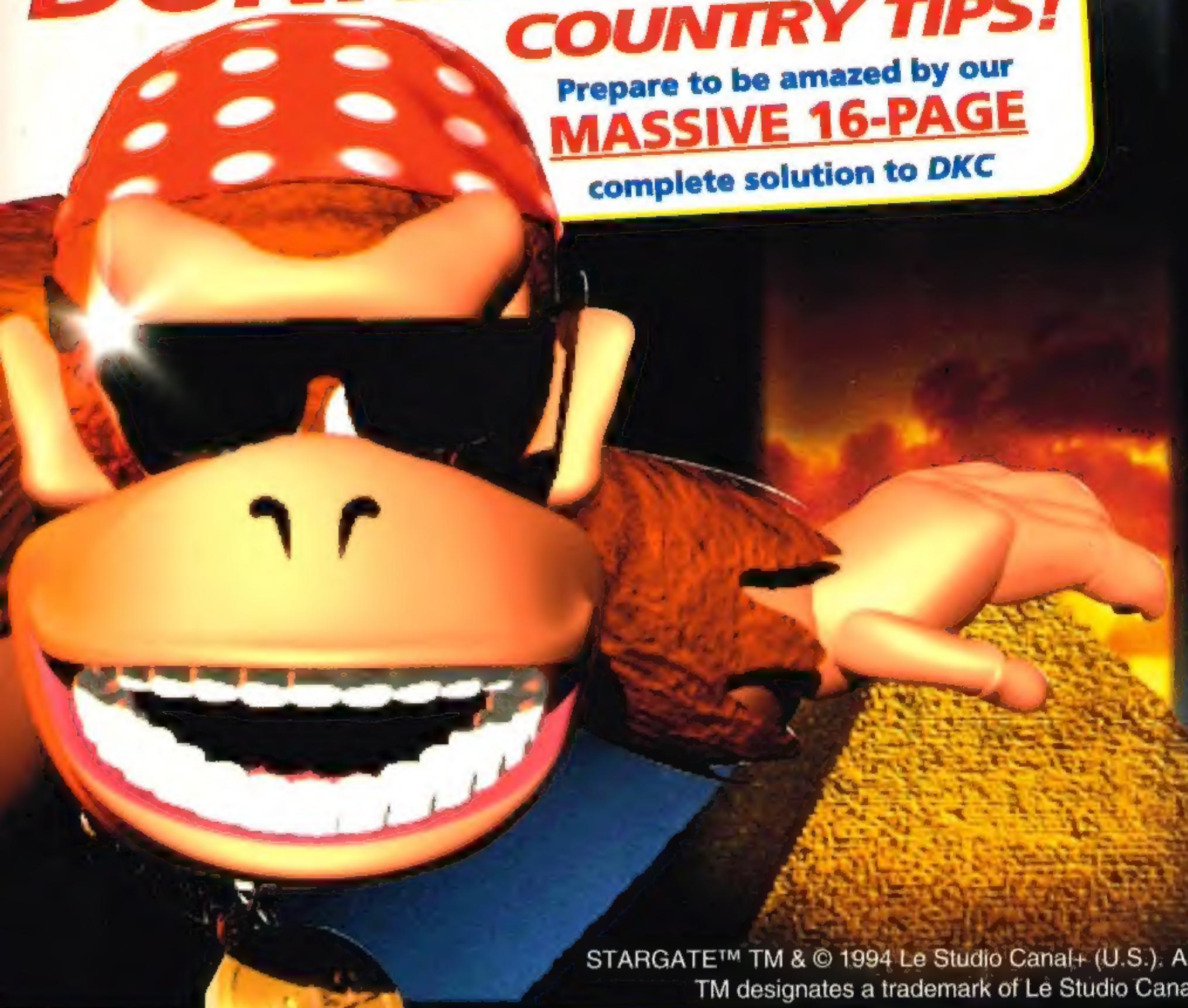
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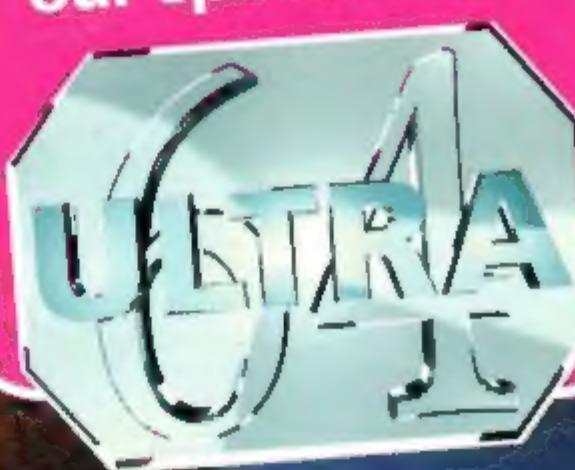


DONKEY KONG COUNTRY TIPS!

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MASSIVE 16-PAGE
complete solution to DKC



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Sci-fi spectacular
STARGATE in our
exclusive review and
preview!

ULTRA DOOM!
Get all the info in
our special report




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February 1995 Issue 38 £2.50

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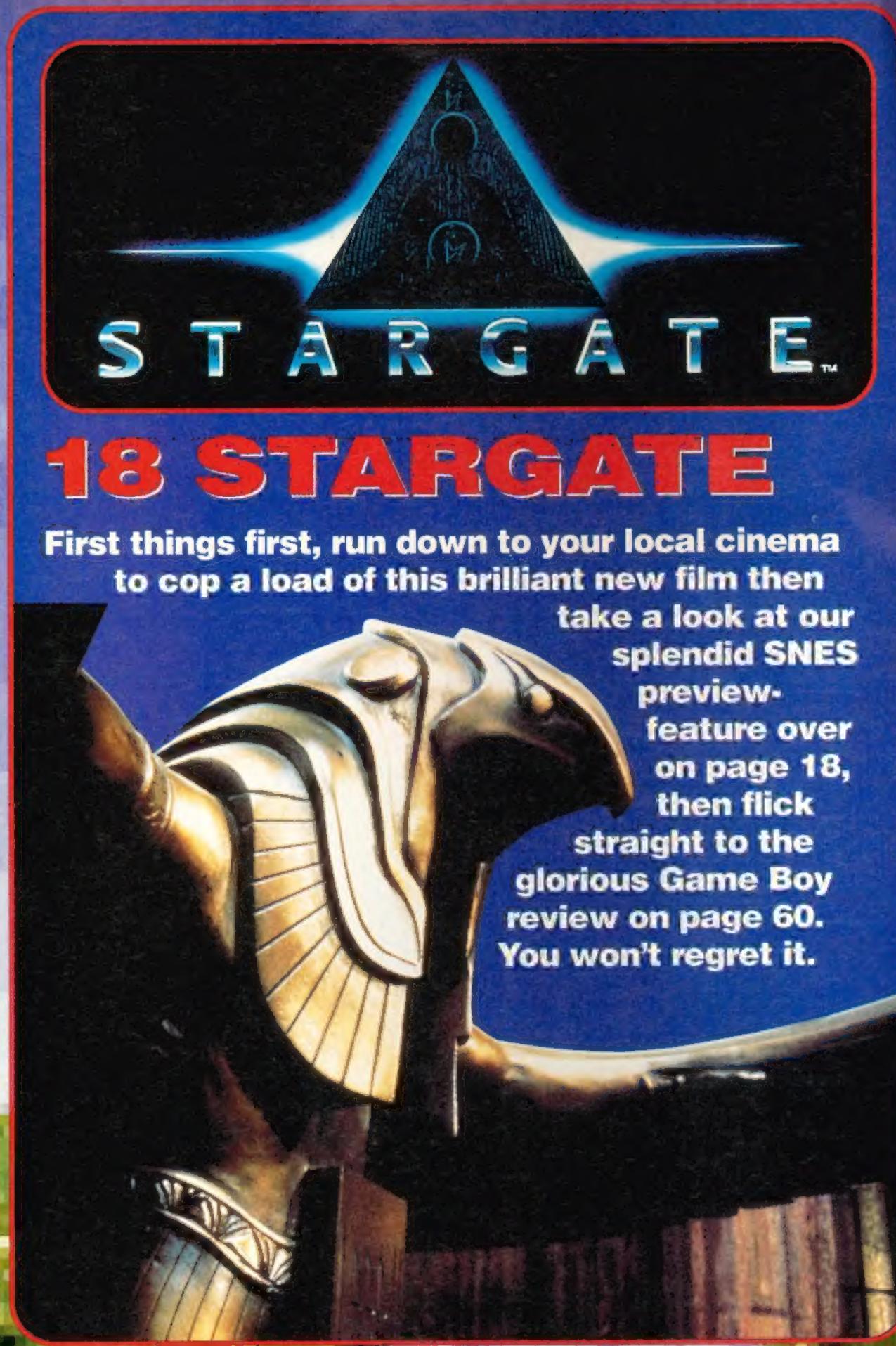
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PITFALL

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MEGA-CD, MEGA DRIVE AND SNES.

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STARGATE™

18 STARGATE

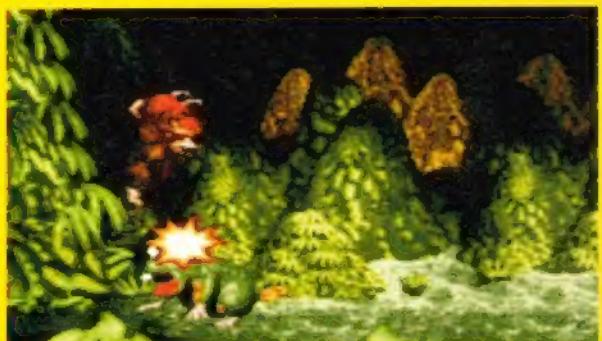
First things first, run down to your local cinema to cop a load of this brilliant new film then take a look at our splendid SNES preview-feature over on page 18, then flick straight to the glorious Game Boy review on page 60. You won't regret it.

A close-up of a metallic, articulated arm or hand from the movie Stargate, set against a dark background.

39 TIPS ALMIGHTY!

DONKEY KONG COUNTRY SOLUTION!

As well as our usual tips and the second part of our *Mickey Mania* solution, we also have a whopping 16-page pullout guide to the Christmas number one. This is the most comprehensive guide in the world and it's over on page 39.



14 ATKO INVESTIGATES

Atko stood in the doorway. His eyes glared out from under the rim of his hat. Suddenly, like a flash he reached inside his overcoat, pulled out his weapon and screamed "Couldn't give this a once-over could you, Johnny? I'm investigating post-Christmas game bargains this month and I want to look my best." Find out what all this drivel is about on page 14.



I invest!

88 YES, WE'RE GIVING IT AWAY!

We must be stupid, but once again we're giving away a load of stuff for absolutely nowt. This month: 100 Popoon T-shirts, a day out at Ocean and Granada studios, plus SNES *Mighty Max*. Hop, skip and, yes indeed, jump over to page 88.



26 CLAY FIGHTER 2: JUDGMENT CLAY

Comedy combat is the order of the day, so if you're a fan of the original, you could do worse than to take a look at our Josse's thigh-slappingly jovial review of this comedy cartridge on page 26.



8 ULTRA DOOM



100% HEALTH 129% ARMOR

6 VIRTUAL BOY

Just unveiled at the Winter Consumer Electronics Show in Las Vegas, we take a look at Nintendo's new 32bit machine and ask "Virtual Reality or cobblers?" Turn to page 6.

It's one of the most incredible games of all time, sadly it's on a PC. The good news is that an enhanced version is being developed for the Ultra 64. Read all about it on page 8.

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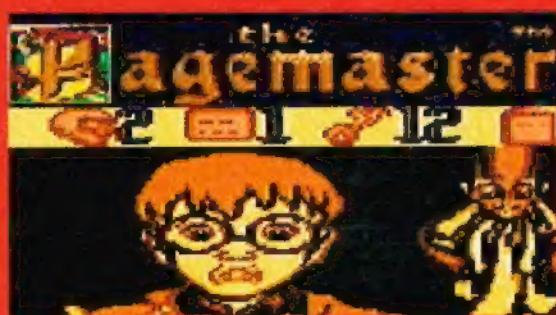
Please, come in and make yourselves at home.

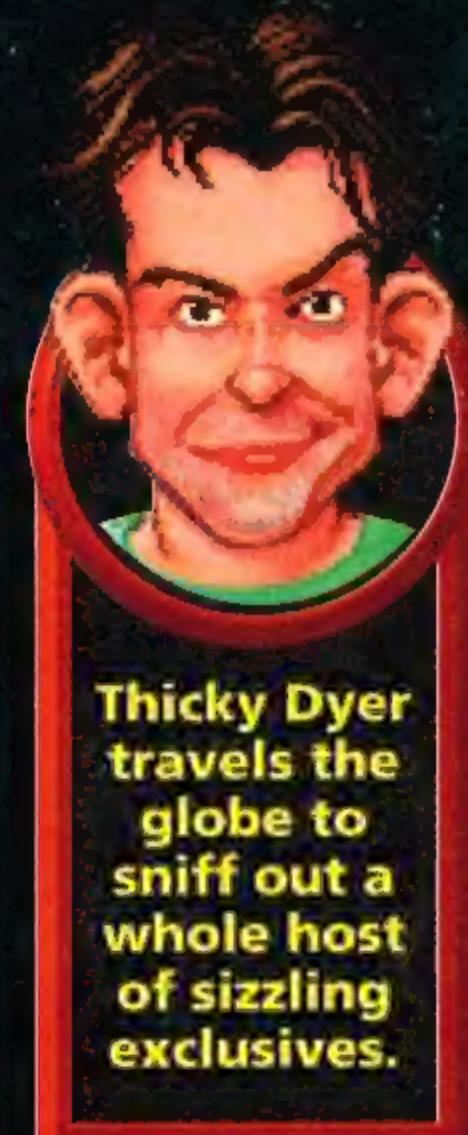
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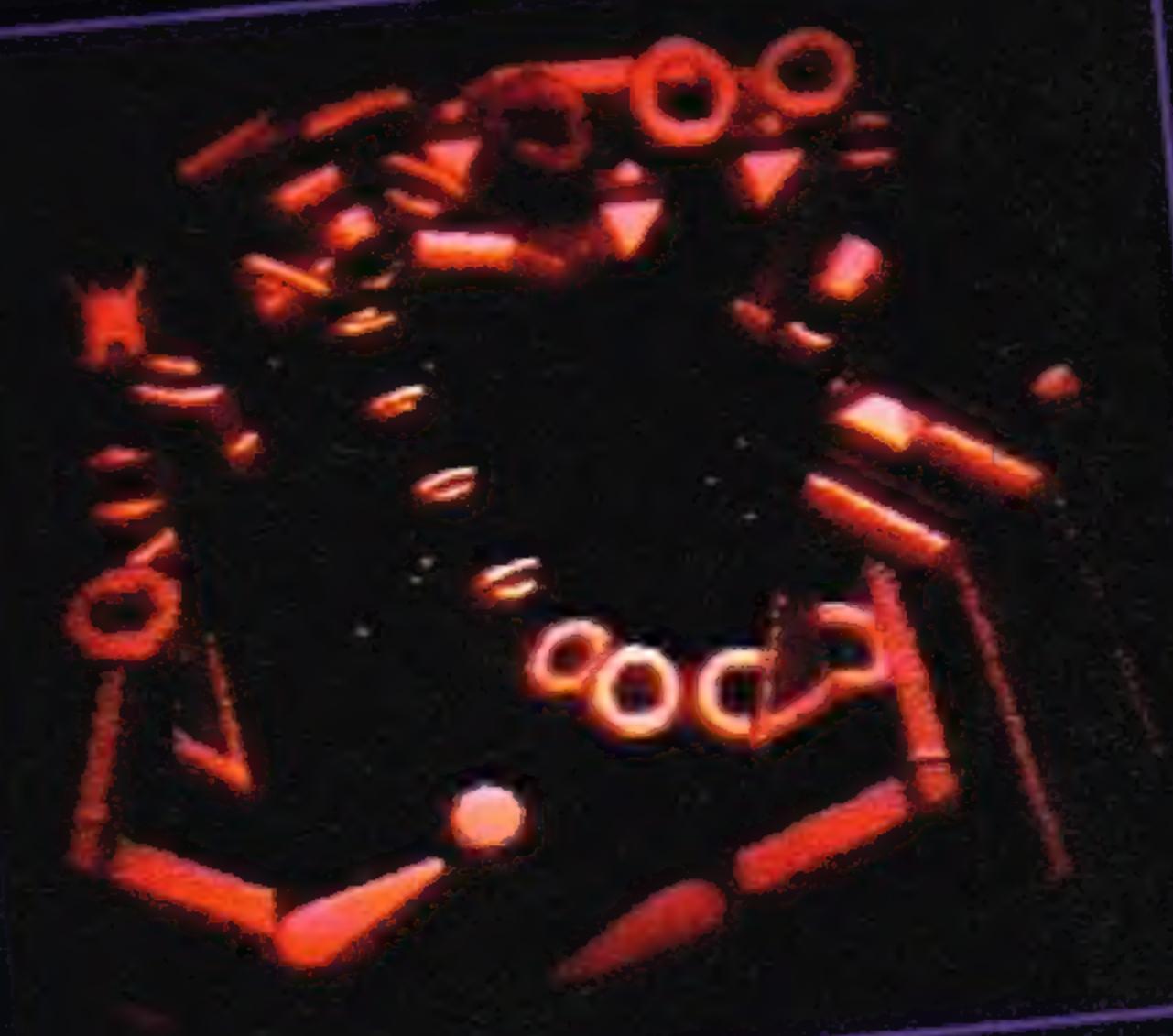
Thicky Dyer
travels the
globe to
sniff out a
whole host
of sizzling
exclusives.

TOTAL!

NINTENDO NEWS

Brand spanking new Nintendo hardware on its way! Read all about the amazing new 3D 32bit system exclusively in TOTAL!

VIRTUAL



Space Pinball: Looks pretty odd when it's still, but when it's in action, erm, it's still odd.



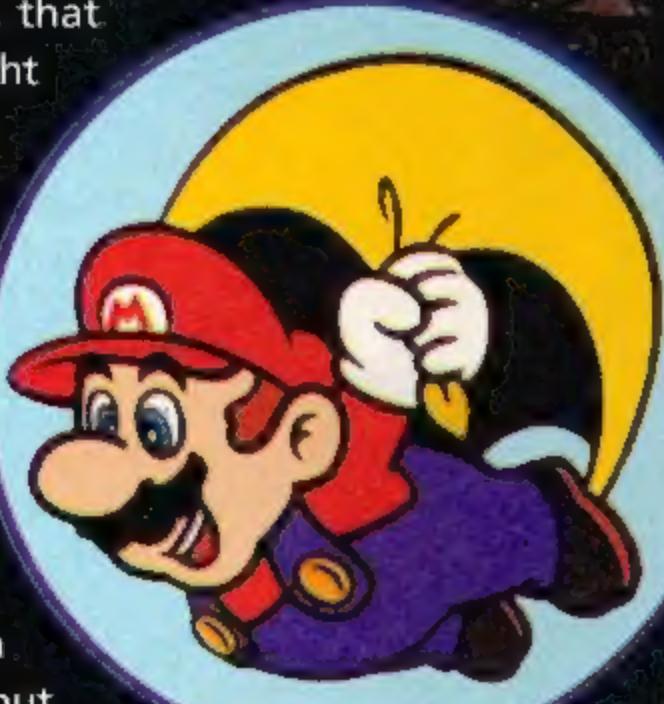
tracking equipment, and at the moment the early pre-release unit simply sits on a table top. You have to lean over and peer into it, like those saucy picture shows Victorian gentlemen would often peruse, but this time it's not such a cheap thrill.

Nintendo are working on a shoulder-strap to enable the gameplayer to move around as they're playing the 3D games. *Teleroboxing* would be especially good for that.

Left: Try to imagine this lot as a red 3D outline on a black screen. Intrigued?

Nintendo have finally unveiled the legendary Virtual Boy! After the concept of a 32 bit system has been touted around for something like a year, most people (including the TOTAL! team) assumed it was going to be a head mounted display, like the VR machines you find in arcades.

As you can see from the pictures, that isn't quite the case. Yes, the Virtual Boy has twin monitors, that you stare straight into, just like a VR headset, but there is no motion



Above: No shoulder strap yet so you have to peer down into the Virtual Boy.

The display unit used comprises of two near identical monitors, each displaying a red image on a black screen. Both images are slightly different, and when brought together, produce a 3D illusion, previously known as stereoscopic 3D.

One possible problem is that with this (not quite finished) version it seems that much of the 32 bit processing power is taken up with displaying two images simultaneously.

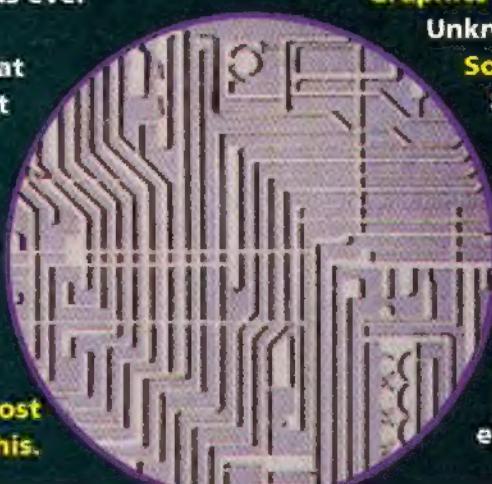
The Virtual Boy boasts one of the best joypads ever. Attached by a couple of cables to the main



VIRTUAL BOY Tech specs

The technical specifications of the Virtual Boy are a pretty closely guarded secret and Nintendo, protective as ever over their new products, certainly aren't saying what lurks inside the machine at this point, but as ever, TOTAL! has the lowdown, and were you to take one of the little suckers apart, you might find it looks something like this:

The Virtual Boy almost certainly won't look like this.



Main CPU: 32 bit NEC processor, either a V810 or V820

Graphics processor:

Unknown custom unit

Sound processor:

8 bit stereo chip

Display unit: Twin oscillating reflection monitors, combining image to produce stereoscopic 3D.

Joypad: Eight button left or right handed.

Battery life: Seven to eight hours of play.

BOY UPDATE

unit, its twin pistol grips and double movement key are comfortable for left or right handed players. Innovative button positioning and design mean that even though the games themselves aren't complete, controlling them was a joy in itself.

In an innovative departure from traditional polygon-based 3D, Nintendo are developing a bunch of new games, and so far they all seem to be based on top existing Nintendo titles. *Mario Bros VB* is a version of the multi-million seller, *Mario Bros*. *Space Pinball* is oddly 3D in appearance (sorry, it's impossible to describe – it really does look 'odd'), and *Teleroboxing* is fairly similar to the tremendous *Punch Out*, but the characters are robots.

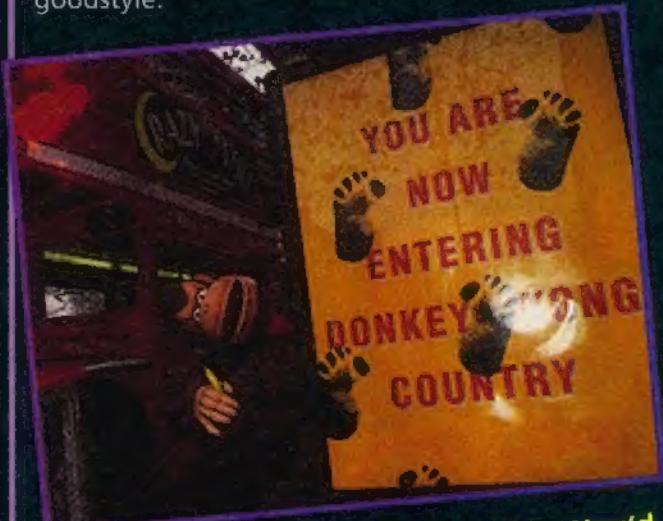
These three are the first batch (none are actually finished yet), and we were surprised the games were shown at this early stage – they're not finished and it's unlike Nintendo to let folks like us get our grubby mitts on their stuff 'till it's complete. Sound comes from speakers mounted on the unit, and like the Game Boy it's stereo, but will hopefully sound a little more impressive than the Game Boy because of the way the larger speakers are mounted.



The Virtual Boy's Teleroboxing looks like a proper 3D version of *Punch Out*.

Donkey Kong Reality!

Last month we featured a story about the forthcoming advertising campaign for Nintendo's fast-selling *Donkey Kong Country*, highlighting plans for bus shelters to be adorned with gorilla footprints and blasted with realistic gorilla effects and jungle noises. Well, now they're a reality! Here's the Kongster himself going ape at a site in London. The campaign seems to be doing the trick as *Donkey Kong Country* is shooting up the charts goodstyle.



It'd be great job being Donkey Kong. You'd keep dry and warm in that gorilla suit.

MORE SEGA AD OUTRAGE

Despite complaints being forwarded to the Advertising Standards Authority (ASA), Sega have continued with their 'ambiguous' advertising campaign which has had anti-drug campaigners in uproar this month.

The computer trade monitoring body, ELSPA, has condemned the *Virtua Racing* 'Score some speed' ad and asked Sega to withdraw or redesign it. Meanwhile Sega have carried on undaunted with their campaign, this time with an advertisement for *Ecco: The Tides Of Time* (see below).

Once again, if you think the ad is unacceptable we urge you to contact the ASA at 2 Torrington Place, London, WC1E 7HW.



Protest to the ASA and we can get this advert banned too.

NINTENDO NEWS

DOOM WITH A (MULTI-PLAYER?) VIEW



Plenty of redstuff in the very un-PC PC Doom. If you know what I mean.

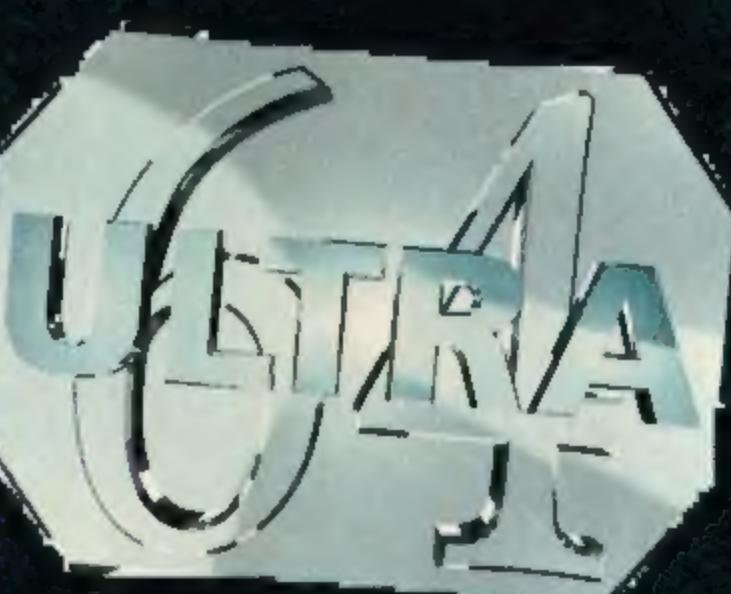
Last month we told you that a version of *Doom* is heading for the Ultra 64. Here's the latest on what to expect.

Doom is the biggest hit ever on the PC (and that's including last year's massive *Theme Park*) and just out is the absolutely amazing sequel, *Doom II*. Coin-op monsters Williams have done a deal with *Doom* producers ID software to produce the Ultra

64 version, and the modifications made to the PC version in the sequel are the best clue as to quite what the 64bit Nintendo system will have to offer.

The original game is an incredible experience as a one-player gory blastfest, but with multi-player link up, it's unbelievably atmospheric and involving. The PC's *Doom II* has more weapons, plenty more gruesome monsters to waste and over 30 scary levels

plus who knows how many hidden secret areas? The difficulty levels have been upgraded to make the challenge more testing on each setting and the numerous minor upgrades to graphics (it uses the same graphics engine but with some tweaks), sound and collision detection mean that the whole thing works even better. The single biggest improvement, though, is in the multi-player mode which works a lot smoother, and with more immediate opponent-blasting results.



So what does this mean for the Ultra 64? Well, as ID have picked up on what few criticisms have been levelled at the original *Doom* and modified the game to near-perfection, and with something like a year to develop the game for the Ultra 64, they'll surely make the forthcoming Nintendo game the definitive version.

Plus! As there's so much emphasis placed on the multi-player link up, and with Williams developing a multi-player link-up for their *Cruis'n USA* Ultra 64 arcade machines, this means that multi-player games are a priority for Ultra 64 developers. That, as we are wont to say, is not flippin' bad!



TOTAL! S.P.E.C.U.L.A.T.I.O.N.

Peculiar Exclusives Creepily Unveiled After TOTAL! Investigates Outrageous Nonsense



TIN STAR SPAGHETTI?

Howdy pardners! 'Comic' robot sheriff East Driftwood's a comin' to your SNES. Yep, straight from the horse's mouth (erm, wee, Nintendo of America anyway) comes the

news that a new SNES

game star is born.

The new horizontally-scrolling

action shoot-'em-up

Tin Star will be

compatible with

joypad, mouse and

super scope. Thrice

the fun? We'll have to

wait and see. Piccies and

more info next month. And

we don't mean daft piccies of

spaghetti and that.



"Eat my lead you foul monster!" You'll be hearing plenty of that soon.



"And you eat my lead, too. Horrid thing!" You'll probably hear a bit of that, too.

ULTRA 64 STREET RACER



Suzanne Mizzi helped promote the SNES version. She did a lot for it. She did a lot for me 'n' all.



The SNES version was great. The Ultra 64 version promises to be brilliant.



The lights change to green and it's GO! GO! GO! for the Ultra 64.

Game developers Vivid Image and software house Ubisoft seem to be on the verge of signing up to produce a new version of their stonking great racing game *Street Racer* for the Ultra 64.

Software developers are now looking to the Ultra 64 as the next programming challenge, and although *Street Racer* is unlikely to feature on the Nintendo/Williams arcade Ultra 64, and the good news is it may be developed in time for the machine's UK release.

As game programmers are looking to the next generation technology, the Ultra 64's cartridge-based format is proving popular. Mev Dinc, *Street Racer*'s designer and producer voiced his concerns about the limitations of working with CDs. "We are currently developing a version of *Street Racer* for the Sony PlayStation, but are

looking forward to the prospect of going back to cartridges with Nintendo's new machine."

The Ultra 64's *Street Racer* is likely to be along similar lines to the SNES version. All the characters should be there – including our favourite, Hodja, the odd Turkish lad – plus the excellent graphics and

simultaneous four-player mode. Mr Dinc stressed that their main objective would be to retain the SNES

version's excellent gameplay, and hopefully build on it, but suggested that other minor modifications would be made including trackside objects, new 'camera' angles and a re-jig for the soccer mode. We'll bring you more details once

the development deal is finalised and show you work-in-progress screenshots when they're ready. In the meanwhile we'll probably use that picture of Suzanne Mizzi. Again.



Let's just hope that the Ultra 64 has four-player compatibility, too. Phwoar!

TOTAL! S.P.E.C.U.L.A.T.I.O.N.

Peculiar Exclusives Creepily Unveiled After
TOTAL! Investigates Outrageous Nonsense

TWO GAMES MOVIE DEATHS

Raul Julia, who had just finished filming the part of M. Bison for the forthcoming Mortal Kombat movie has sadly died aged 54 after a long battle with cancer. As his filming was completed for Mortal Kombat, it will feature in the film. Let's hope that the end result will be a fitting tribute to the actor.

It also appears that Terrence Runte, the co-writer of Super Mario Brothers (the movie) has met his maker. Runte went missing on a swimming trip while researching a movie in Jamaica. His clothes were discovered washed up at an area known as Shark Rock and his body is yet to be found.



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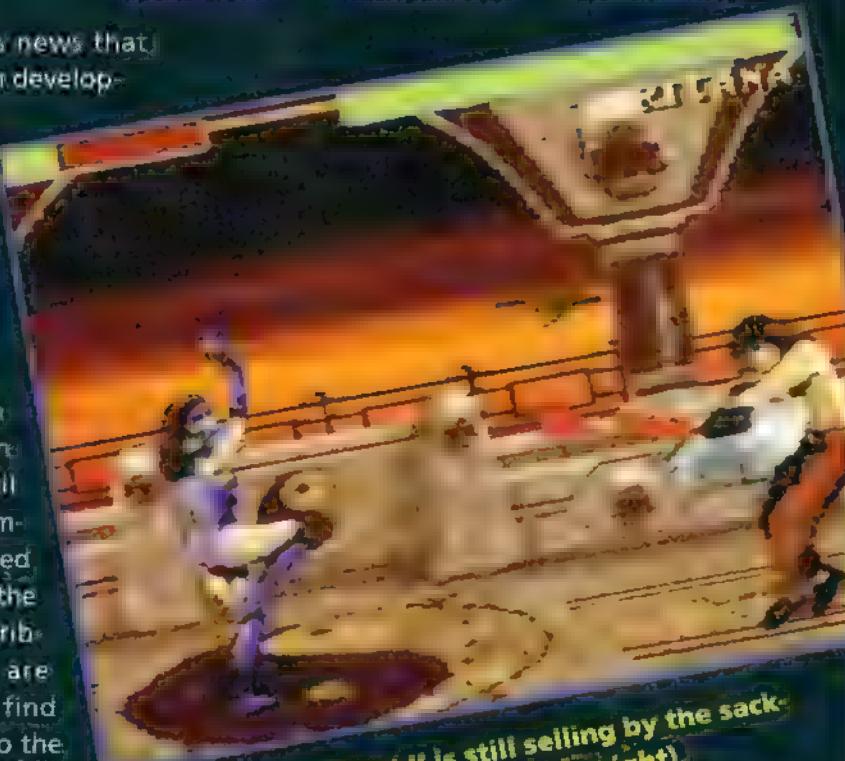
©1994 Interplay Productions, Ltd & Interplay Productions & Blizzard Entertainment. Blackhawk is a trademark of Interplay Productions, Ltd. All rights reserved.

Mortal Kombat III

Following on from last month's news that *Mortal Kombat III* is definitely in development, we can now confirm a few more facts about the most eagerly awaited beat-'em-up of '95. As revealed last month Sonya and Kano will indeed be back and the latest characters to be confirmed by Williams of America are Shao Kahn, Kung Lao and Goro.

Mortal Kombat III has secretly been in development for six or seven months now. Up until recently the programmers have remained tight-lipped on the subject but dribblings are starting to find their way to the *TOTAL!* office. We know for sure that the second sequel will feature more fatalities, better sounds, more samples in fact more of everything.

We also know that an Ultra 64 version is definite and that it's likely to be one of the first versions

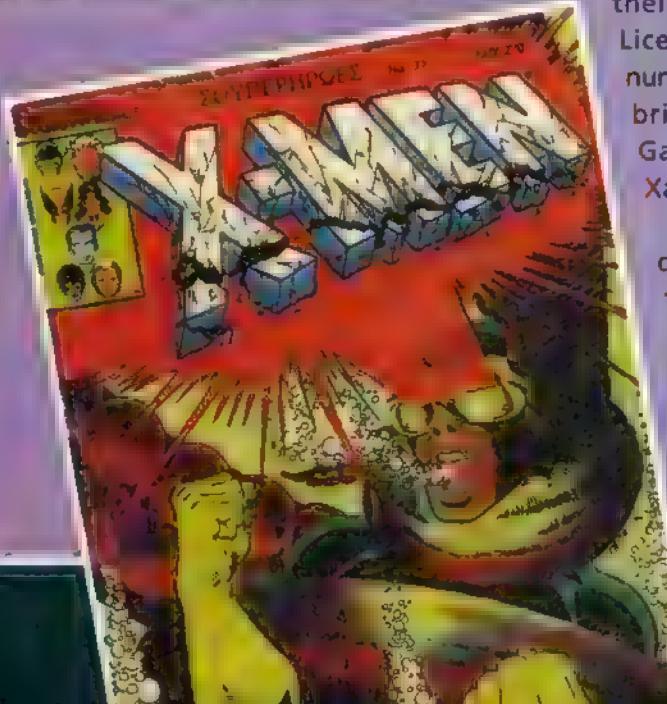


Mortal Kombat II is still selling by the sack-load. (Just take a look to the right)

launched to the home market (along with the SNES version which is likely to be the very first).

A *Mortal Kombat* cartoon will be available both sides of the Atlantic soon on video and, strange but true, *Mortal Kombat the stage play* will be touring America next year. Are they bonkers over there or what?

TOTAL! S.P.E.C.U.L.A.T.I.O.N.



EXTRA X-MEN

Games giants Capcom and classic comic book crusaders Marvel are getting hitched. Well sort of, anyway. They've done a licensing deal to create new X-Men games that will be featuring in arcade games about now, and will be winging their way to the SNES before too very long. Licensed X-Men have already featured in a number of SNES games, but this deal looks set to bring all the X-Men – Wolverine, Cyclops, Gambit, Beast and Psylocke plus Professor Xavier to your screen.

Capcom sound enthusiastic about the deal, too, claiming that the deal – which they've compared to their own stonking *Street Fighter* series – is "creating an even stronger connection between avid comic book readers and die-hard game enthusiasts". And what's more, unlike this comic, the games won't all be in Greek. Thank heavens for that.

CHARTS

Well who'd have guessed? (William Hill the bookies did. Andy) *Donkey Kong Country* was the Christmas number one



SNES

1	Donkey Kong Country
2	Street Racer
3	Starwing
4	FIFA Soccer
5	The Lion King
6	Mortal Kombat II
7	Secret of Mana
8	Super Mario World
9	Stunt Race FX
10	Super Mario Kart

NES

1	Swordmaster
2	Battletoads / Double Dragon
3	pac-Man
4	Soilstice
5	Ultimate Air Combat
6	Galaxy 5000
7	Alfred Chicken
8	Spider-Man
9	Tetris 2
10	Alfred Chicken

GB

1	Donkey Kong '94
2	Tetris 2
3	Wario Land
4	Kirby's Dreamland
5	Space Invaders
6	Kirby's Pinball Land
7	Super Mario Land
8	Darkwing Duck
9	Mortal Kombat
10	Jurassic Park

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ever

It can only be PlayStation



Read the first review of
Ridge Racer in **Edge**



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SOFT ENOUGH.



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Entertainment



Visual Concepts

INTERPLAY PRODUCTION, MELTON PARK, ABINGDON, OXFORDSHIRE, OX14 4JL, ENGLAND

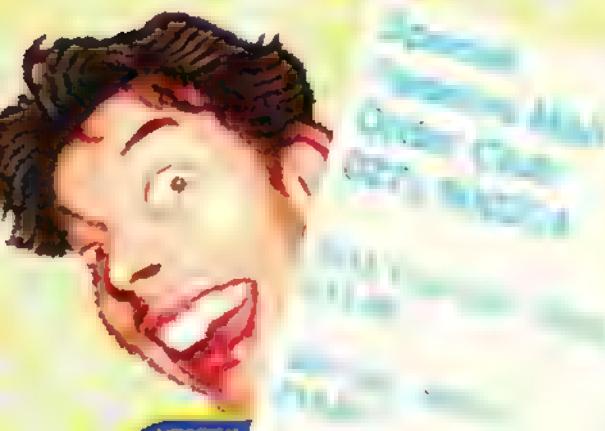
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ATKO

INVESTIGATES

In The Case Of The £50 Bargains

It was a quiet day in the Atko detective agency. Business was slow, my secretary was off sick and the coffee machine was churning out the kind of wake-up juice used in voodoo ceremonies. I was sat at my desk making fun balloon animals which was no fun at all, when Thicky Dyer poked his head around the door. How he had the gall to show his face again after last month both angered and intrigued me at the same time. I decided to hear him out.



“You've got some nerve showing your ugly mug around here after last month's treachery, Thicky.”

He smiled and walked into the office, displaying a bulge in his pocket that would make a donkey feel inadequate.

“I'm sorry about last month Atko, we both got hurt and to make up for it I've got a chance-in-a-lifetime case for you.”

“I'm listening.” He reached into his pocket and

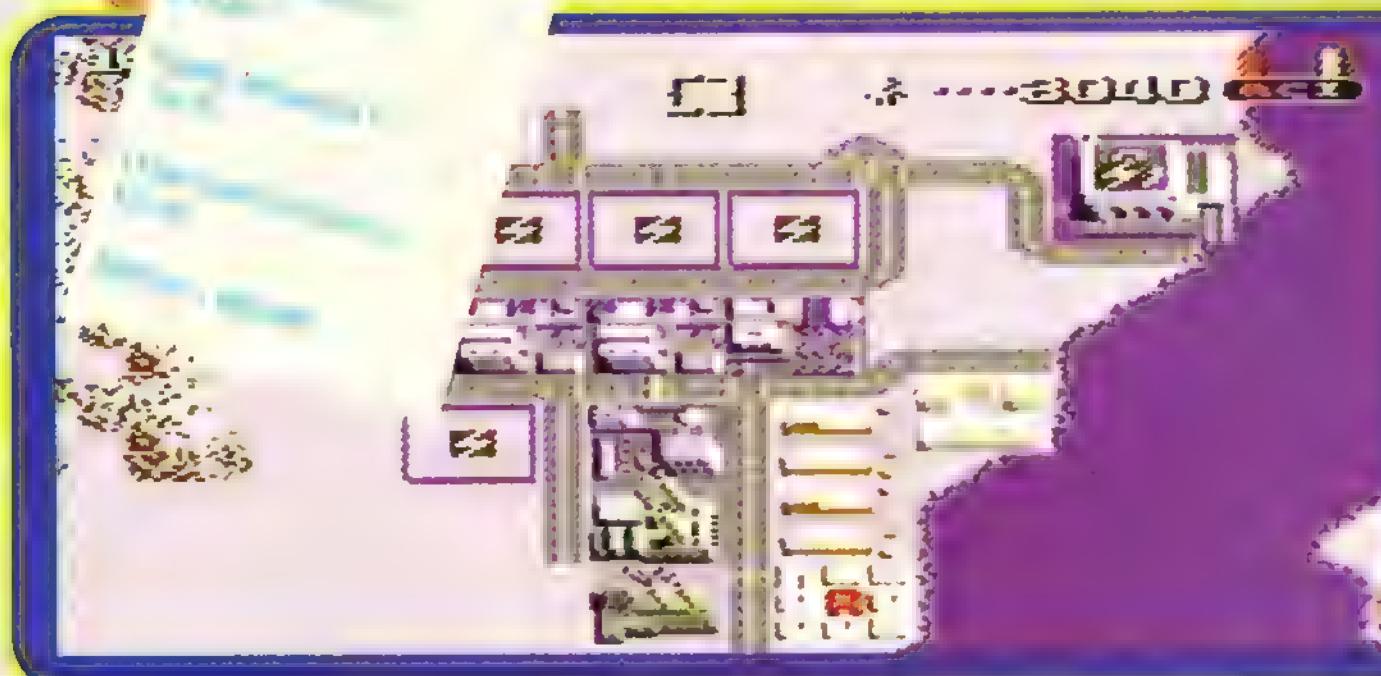
produced a package that left me speechless.

“I'm impressed.” It was a wad of fifty pound notes, the kind of wad that could sustain a small country for several years. When I say small country I mean small, the kind of country you could carpet.

“That's a lot of money Thicky. What's the catch?” On the surface there wasn't a catch. Thicky wanted me to find the best Nintendo bargains I could for £50, what with the January sales and everything, TOTAL! readers wanted to know how best to spend all that money they got for Christmas. I was to get receipts for everything and report back to him within the week. For every fifty I spent he would match it with another fifty for me. I reluctantly agreed to take the case.

As I was going to be pounding the streets Thicky arranged to put me up in a posh hotel in the city which he described as like the one out of *Pretty Woman*. I should have known better.

I arrived late at a seedy shack that didn't look much like a posh hotel to me. I rapped at the door



This is a real bargain. *PGA Tour Golf* is a nice user-friendly golf sim with easy to use menus that received a rather unfair 69% way back in issue 11. *Sim City* has been described as possibly the best value game ever, and at £18.99 it shouldn't be missed. It scored a whopping 94% in issue seven. You also get a lovely new joypad and a dust cover to keep your SNES warm at night.

On top of that you're left with enough change to buy a copy of TOTAL!, a can of fizzy pop and nip into your local arcade for ten minutes. Not bad!

and by the time it was answered I had attracted quite a crowd tossing coins in my direction. The guy who let me in was a dirty, balding, George Roper lookalike who turned out to be the manager of what I now knew as *The Grumpy B & B*. He showed me to a room which for some reason reminded me of The Addams Family. Nevertheless I decided to turn in early, I had a full day's shopping ahead of me.

Armed with my wad of fifties I put shoe leather to pavement and began my quest. In every shop I visited I got the same response. The assistants completely ignored me. I would queue at the counter with an armful of Nintendo goodies and get completely blanked for no discernable reason. Did I smell? Was I invisible or could it have something to do with my appearance? Surely a pink feather boa and a touch of British racing green eye-shadow wasn't enough to brand me as a social leper? After a couple hours of this treatment I began to get paranoid. I couldn't hold in my feelings any longer. Tears began streaming down my face and I ran back to *The Grumpy B & B* bawling like baby in a mincing machine.

The landlord was there when I got back. That was the last thing I needed. His grumpy expression brought the tears streaming back, but to my surprise he put his arm around me and asked me what was wrong.

"It's this new Thicky case. Wherever I go they won't serve me and I have all this money and the case has to be completed in a few days. I just don't know what to do."

"It's okay, why don't you calm down for a minute and tell me all about it?"

I told him all about the case and about how nobody would help me. He said he knew just the person to call and left the room. On his return a familiar figure entered the room with him.

For fifty pounds these two-in-one carts are brilliant value. There are four to choose from on the SNES. **100% Sci-Fi Adventure** has *Super Star Wars* and *The Lawnmower Man*. **100% Adventure** contains *Super Putty* and *Super Mario World*. **100% Racing** features *GPI* and *Super Off Road*. **100% Combat** includes *Flashback* and *Equinox*. We reckon that the adventure pack is the best value but for £49.99, you can't really go wrong with any of them.

Most Games Retailers

Telstar Double Value Games - £49.99

TOTAL - £ 9.99

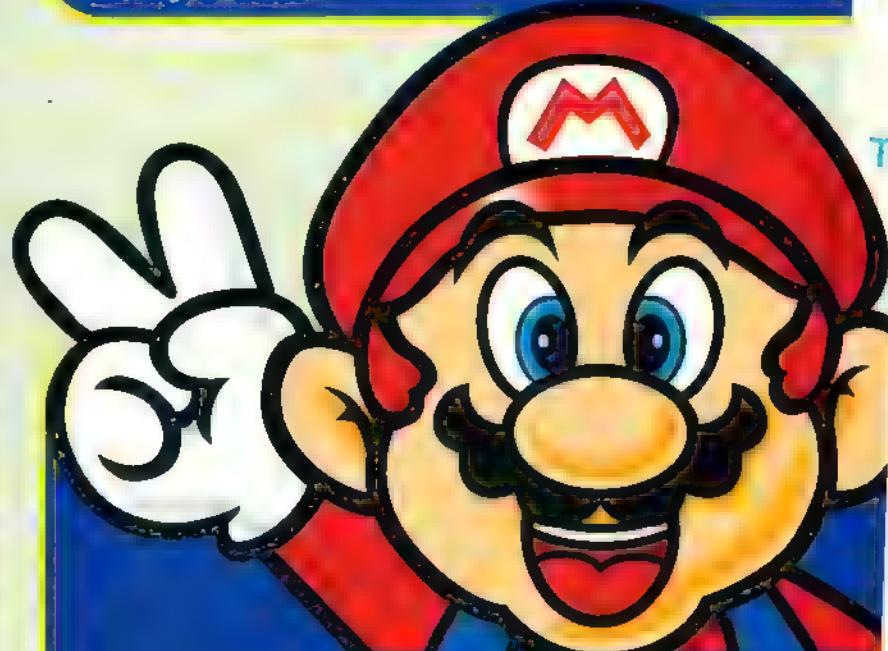
Future Zone

Super Mario World-SNES - £19.99

Kirby's Dreamland-GB - £9.99

Zool - GB - £9.99

Total Carnage - GB - £9.99



In our opinion Future Zone is by far the best place to shop for Nintendo bargains. One of the best SNES games ever and three Game Boy games for fifty quid can't be bad. On top of this they have the following SNES games for £19.99: *Starwing*, *World Class Rugby* and *Flashback*.

For £17.99 you can pick up *Super Tennis* for the SNES and at the bargain basement price of just £6.99, *Splitz* for the Game Boy is a top buy. Good stuff!

TOTAL - £49.96



ATKO

INTENSE GAMES

"Johnny, what are you doing here?"
 "Grumpy here gave me a call. I've heard about your troubles and think I may have the answer."
 "What? How do you know? And why won't shop assistants serve me?"
 "I don't know what you're talking about."
 "Oh don't start that rubbish again. I've got a pile of cash here, just tell me what you know and take what you want."
 It turned out that I wasn't being served because of the colour of my eye-shadow. A little know scientific survey proved that anyone wearing British racing green was seen to be the farming type and so not really worth talking to. He knew that I couldn't face shopping again for a while and disclosed his latest line of work, counterfeiting.
 "What good's that going to do me, Johnny? I don't care how good a crayon you are, counterfeiting is not going to solve this case."
 "As I hear it Atko, you've got to provide Thicky Dyer with receipts as proof of purchase before he'll pay you."
 "Yes but how can we forge receipts when we don't even know what the best £50 Nintendo bargains in town are?"

Johnny produced a price list covering every

Dixons

John Madden Football - SNES - £14.99

Smash Tennis - SNE - £34.99

TOTAL - £ 9.99

If you're a bit of a Sport Billy this is the bargain for you. John Madden Football is a classic and if you haven't already got any of the versions, this one's as good as any, especially at £14.99. As for Smash Tennis, this is the best tennis game on any format, ever!

As well as these two gems, Dixons are offering Street Fighter II Turbo for the SNES at £29.99 and Muhammad Ali for the Game Boy at £12.99.

Street Racer is one of the best driving games available for the SNES and it's a new release. You won't find this brilliant four-player driving frenzy cheaper anywhere else, that's for sure. Add to this *Blues Brothers* for the Game Boy and we're talking about a seriously good purchase.

If however you've got a couple of quid extra to spend, scrap *Blues Brothers* and get *Ryan Giggs Soccer* for the SNES at the superb price of £19.99.



Our Price

Street Racer - SNES - £32.99

Blues Brothers - GB - £17.99

TOTAL - £50.98

Nintendo product in town.
"Where did you get hold of that?"

"I don't rightly remember."

"Oh, alright, whatever. Let's get to work."

I searched the list for bargains while Johnny produced top quality fake receipts. When Johnny had finished I made up the case files and hot-footed it over to Thicky's office. I received double the pay I was expecting and nobody got hurt. Maybe I'll work for Thicky again.

So there it was, the case of the £50 bargains dead and buried largely due to the ever resourceful Johnny. Thicky was happy, Johnny is looking for a new line of work (as usual) and I've got a stack of cash to take to Las Vegas next month when I investigate the winter CES. Hoorah!

Curiously enough WH Smith is one of the best places for getting Game Boy accessories. The Snap 'N Power rechargeable battery pack is just £14.99 and the Total Support System (that suitcase thing with all the compartments and add-on bits) is a mere £29.99. You also get the added bonus of being able to pick up a copy of **TOTAL!** while you're in there. Excellent!

WH Smi

Game Boy -
39.99

GB Handy C rry
Case - £10.9

TOTAL - £5 .98

**NEXT
MONTH**

What I'd really like to do is take some time off and get to know my new secretary, Richard, a bit better. But that Thicky Dyer said something about a job he wanted me to do in the States for him – something about an investigation into the CES, whatever that is.

"Look, Atko. The CES is just about the most important event of the year for gamers. It's the biggest show in the world and you've got to find out all about the Nintendo scene."

Oh, right. So I'll be investigating that, then. Cheers!



Rumbelows

Cool Spot - SNES
- £19.99

Aladdin - SNES
£24.99

TOTAL - £44.98

Platform junkies won't do much better than this for forty five quid. They're both great games! Also in the £19.99 price bracket are *Lawnmower Man*, *NBA All Stars*, *Battle Clash*, *Striker* and *Street Fighter*.

Also worth looking out for are the half price Game Genies clocking in at £17.49 and £12.49 for the SNES and Game Boy respectively.



STARGATE

For Future

Editorial Team

Engineering Horizons

10

happens. Together with a crack commando unit and a nuclear bomb they go through the Stargate and... Come on, if you haven't seen it we're not going to spoil the whole thing for you.

As luck would have it, TOTAL! attended the UK premier of Stargate in November last year and what a corker it was too! Just take a look at these screen-shots, no expense spared or what? Apparently the sets used in the film are the biggest since the classic epic *The Ten Commandments* and it shows.

You may remember last month we previewed an early version of the SNES license. Well the good news is it's just about finished and looking very smart indeed. We only managed to get a go on

the first few levels but so far, so good. Graphically *Stargate* is looking considerably slicker than when we last got a sneak peek. The digitized sprites have had the finishing touches put to them and the main character (Kurt Russel in the film) moves beautifully. He can now fire his gun in any direction at any time, even when handing or leaping in his *Flashback* type way. The most pleasant surprise is the level design. It's tough and there are loads of secret bits! Hoorah! On top of this we have mind-boggling parallax scrolling and well thought out varied settings. It's not often that a game surpasses the film on which it is based in terms of atmosphere, but this looks like doing just that.

We'll be bringing you a full review next month, but in the mean time turn to page 60 and check out our exclusive review of the Game Boy version. Until next month we'll leave you drooling over these SNES screenshots. Not Bad!





A mammoth/camel type arrangement.



Cheesy gold-plated market goods anyone?



James Spader's pulled a girl with one eye.



Fancy a go on my stick? It's lots of fun.



Right: Kurt Russell's purple hat is no match for Atko's pink feather boa when it comes to tasteless fashions.

Left: The first level is probably the most graphically bland in the game. Still compared to some of the tat we get around here it's still somewhat stunning.

Right: Evil Ra's disciples must be seen off immediately before they blast you with their very futuristic sticks.

Left: This looks suspiciously like Jabba's palace from out of Return of the Jedi. Oh well, if you're going to crib from another film, the Star Wars trilogy are as good a choice as any.

Left: Some of these baddie sprites look almost texture mapped. That won't stop you needlessly blasting their pants off though.

PREVIEWS PREVIEWS PREVIEWS P

For ▶ Super NES
From ▶ Sony

ADDAMS FA VALUES



Surely this can't be the intro sequence to a SNES game? Get back on the PC, first person 3D perspective. Go on, be gone!



The original *Addams Family* game was a bit of a disappointment but then so was the film if the truth be known. The second game *Pugley's Scavenger Hunt* was a shockingly good platformer released very close to the film's sequel *Addams Family Values*. Well now we have the third in the series based on the second film (this is all getting very confusing - Andy).

Addams Family Values sees the new addition of baby Pubert to that spooky, kooky family. Pubert has been abducted by the evil nanny Debbie Jallinsky and after receiving a ransom note, Gomez and Fester discover that she's hiding in a mansion just a few miles out of town. The whole family set off on a quest to save Pubert and this is where the game kicks off.

You take on the role of Fester and with the help of the rest of the family must see off Debbie's friends, avoid traps and solve

For ▶ Super Nes
From ▶ Nintendo

UNIRALLY

Formerly known as *Uniracer*, Nintendo's re-named *Unirally* has just been completed for a March release. We got hold of a copy just as this issue was going to print so in time-honoured tradition we yelled "Stop the presses!" to bring you a sneak peek.

This one or two-player bonkers racer is the fastest thing we've ever seen on the SNES. The programmers reckon it's nearly three times faster than Sega's *Sonic* and we certainly believe them.

Set out over countless levels (we haven't found all the secret ones yet) you choose between 12 different unicycles each with their own character, a like in *Stunt Race FX*. The animation has to be seen to be believed and the sprites are rendered in a *Donkey Kong Country* kind of a way. Not bad!



ADDAMS FAMILY



Fester's not a good looking fella. Johnny looks very similar first thing in the morning.

all manner of puzzles. The game is split into seven different levels which (and this is a good feature) may be tackled in any order that tickles your fancy. Hoorah!

From what we've seen of it so far, this looks like being the best Addams Family license yet. The graphics look gorgeous at this stage and a great deal of effort seems to have been put into the level design, a rarity in platformers these days. Needless to say, that old toe-tappin' Addams family music is prominent throughout, and the rest of the effects ooze class.

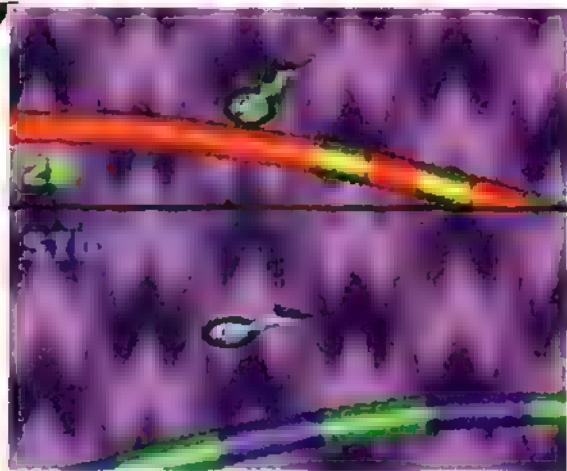
We'll hopefully be bringing you an exclusive review of *Addams Family Values* next month. It should be a goodie.



This overhead perspective is certainly a departure from previous Addams Family outings on the SNES.



It looks more like an RPG or maybe even *Zombies*. Now that would definitely be a good thing. Here's hoping.



It may look a bit ordinary here but you should see the speed of it. Wow!



SINK OR SWIM

For ► Super Nes
From ► Titus

Hot on the heels of the top puzzler *Brainies*, Titus are near completion on a more platform-based mind-stretcher, *Sink Or Swim*.

The SS Lucifer is sinking and only the cool-headed Kevin Codner is level headed enough to save the stupid passengers and crew. He must guide these dumb unfortunates through over 100 levels of conveyor belts, ladders and hatches by cunningly pulling all the right levers, pressing the right buttons and shifting crates. Only then will the passengers be free.

Yes it does sound like a *Lemmings* clone but surely that's a good thing - it's one of the most addictive and best selling games ever. Either way, look out for an exclusive review next month.

Cynics may argue that this is just a *Lemmings* clone. Maybe, but it looks good.



Above: What are Eskimos doing on a luxury ocean liner? Find out in our review next month.



KID CLOWN IN CRAZY CHASE

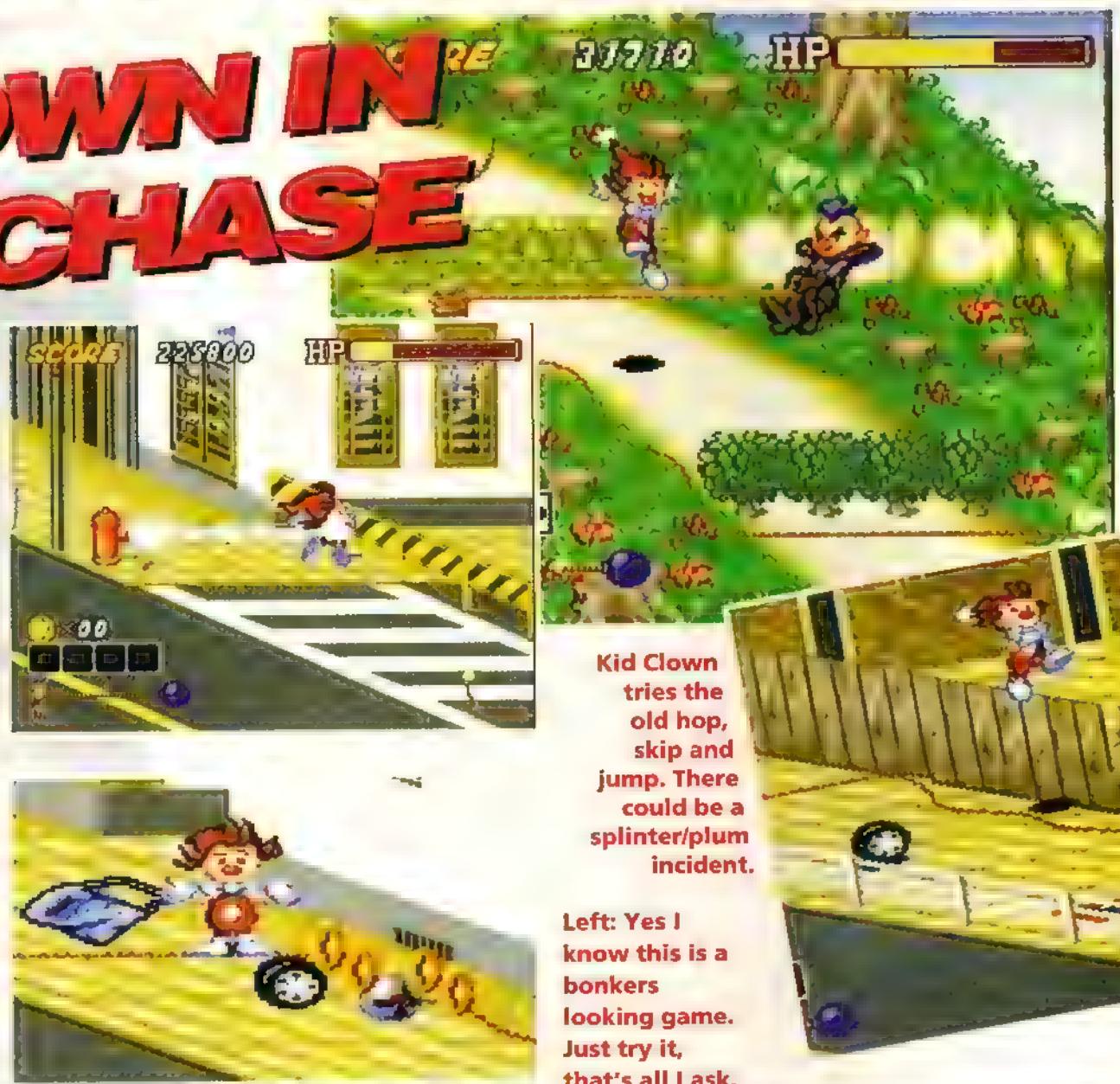
For ► Super Nes
From ► Nintendo

Here's that old, old story of clown meets princess, aliens kidnap Princess and clown runs frantically through mayhem-filled levels to save her.

It's hard to pin-point exactly which genre *Kid Clown In Crazy Chase* falls into. It would appear to be a platformer but it's more of a skewed perspective running collect-'em-up. Whatever it is we reckon this'll be a big hit when it's released in March.

The graphics seem wonderful and there's certainly enough humour to sustain several series of BBC sitcoms. Let's hope it's as playable and addictive as it looks.

As always you can count on a comprehensive review in the next fun-packed issue of TOTAL!



Kid Clown tries the old hop, skip and jump. There could be a splinter/plum incident.

Left: Yes I know this is a bonkers looking game. Just try it, that's all I ask.

ARDY LIGHTFOOT

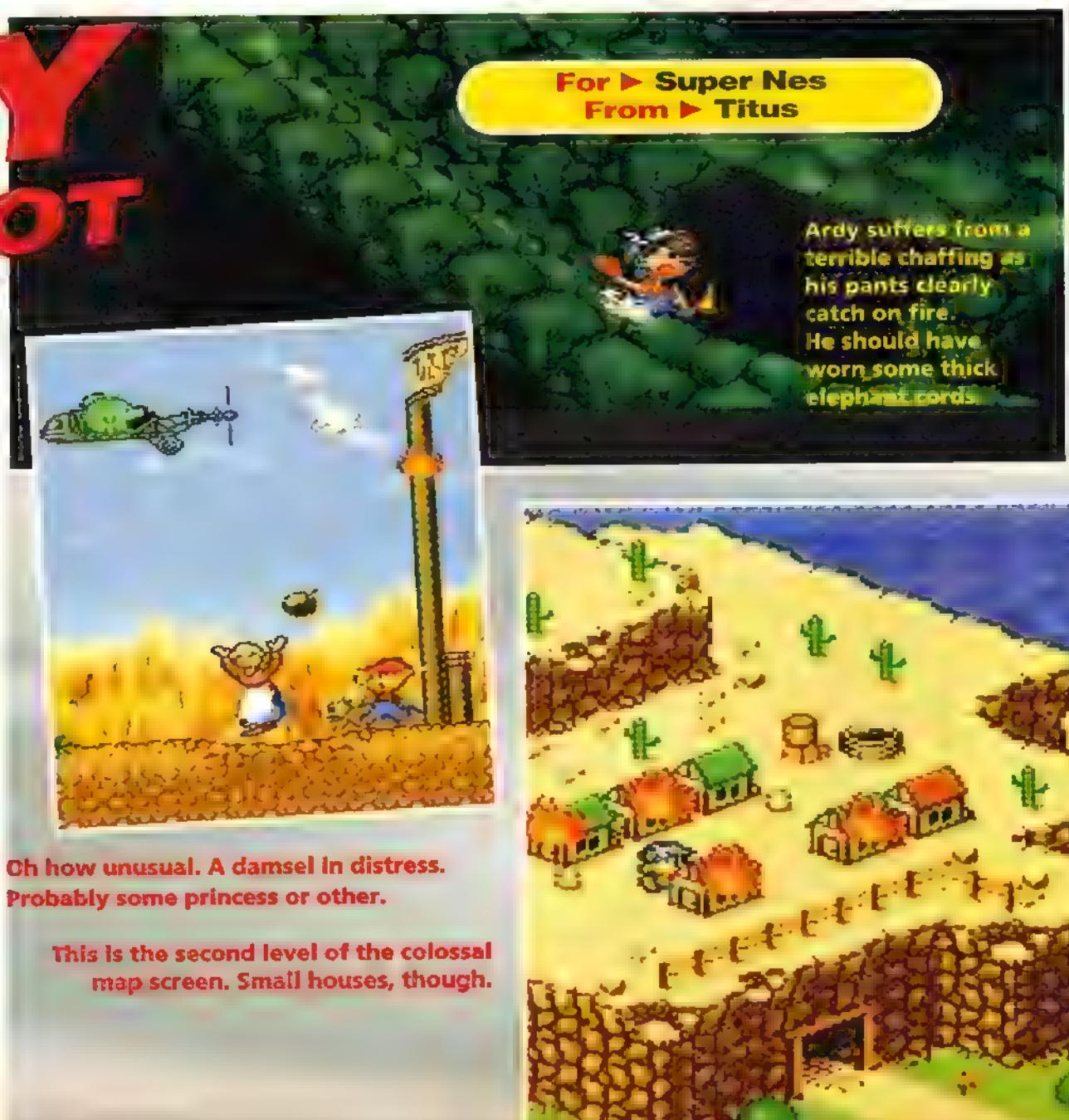
What more platformers? You lot just can't get enough of them can you. Just as well, because there doesn't seem to be an end in sight. The latest offering in this ever increasing genre is *Ardy Lightfoot* from Titus.

You take on the role of Ardy, a strange dog-like creature with a very bouncy tail. Together with a whole host of friends you must save Prismland from the evil forces of Visconti the devil. Visconti has stolen all the colours of the rainbow and your task is to get one back from each of the seven massive levels.

So far *Ardy Lightfoot* looks very promising indeed. The graphics are bright and varied and gameplay seems well balanced. You'll have to wait until our full review next month to find out whether or not the challenge is up to scratch.

For ► Super Nes
From ► Titus

Ardy suffers from a terrible chaffing as his pants clearly catch on fire. He should have worn some thick elephant cords.



Oh how unusual. A damsel in distress. Probably some princess or other.

This is the second level of the colossal map screen. Small houses, though.

CANYON FITTER

"DON'T WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES..."

DON'T KID YOURSELF IT WILL BE OVER BY CHRISTMAS...

DON'T TRY TO SHUT OUT THE SCREAMS.

AND DON'T FORGET TO WASH YOUR HANDS AFTERWARDS..."



**"MEGA DRIVE
SHOOT-'EM-DOWN"
OF THE YEAR"
SEGA POWER
91%"**

**"HIGH ON
PERFECT"**
**TOTAL
93%**

**"CANNON FODDER
IS COMPLETELY
EXCELLENT"
SEGA MAGAZINE
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REVIEWS

Last month we started this page off by saying "It's our Birthday" but this month it's not, which is a shame since we can't think of anything useful to say. So maybe we should simply say "Happy New Year!" Or perhaps "Beam me up Scotty" or "She's gonna blow Cap'n!" Still, it's all academic now because we have reached the end of this tawdry little paragraph unscathed and we can get on with the game descriptions.

SNES

GEORGE OF THE COUNTRY

26

Our Josse doffs his George Roper disguise for a few hours in order to pay full attention to this hilarious sequel. Things are looking promising: All the moves are there, all the humour has been retain, the animation is a dream. But where, oh where, has the Elvis impersonator gone?

STAR TREK: STAR TREK ACADEMY

28

Josse is up again, and this time he's poncing around in his anorak claiming that Star Trek is

actually a very interesting topic of conversation at a dinner party, thank you very much.

THE 12-12-12

30

The team perform synchronised vomiting at the prospect of having to sit through several hours of Macaulay Culkin related gaming.

BLUES BROTHER KID

32

A very odd game. Very, very odd. Very odd indeed. Even more odd than Bill Oddie, and he's pretty odd, frankly.

PODO OF THE RINGS

34

Frodo Baggins gets riled about the lack of decent shoes in his size and travels off on a Hush Puppies-related quest... probably.

ELVIS AND JORDAN

37

Another basketball star appears in a game that isn't quite, er, basketball-related. What the dickens is going on?

TROY TURKAN

58

American footy. Lots of plays, lots of bumping into each other and, hopefully, lots of fit girlie cheer leaders. Phwoar!

MIGHTY MAX

59

We reckon it's a crap cartoon but thankfully this is a refreshingly different platformer. At last somebody's making a bit of an effort on the licence front.

GAME BOY

STARGATE

60

Hurrah for big budget fantasy/sci-fi adventures eh? Hurrah also for girls, Christmas and vast National Lottery wins! Erm, yes, so Stargate gets reviewed on page 60

MR. NUTZ

62

Originally an Amiga game, and not a bad one at that, let's see just how well it's converted over onto the humble Game Boy.

BOY KID

65

Well, the SNES version was a corker, but as we all know, it doesn't necessarily mean the Game Boy game will be any good. Let's see...

RIGHTSTUF

67

Yuk, spew, vomit... here comes that little brat Macaulay. Still, let's not judge a game by its foul little star eh?

MONSTER TRUCK WARS

71

A dreadful little game in which you get inside an oversized truck and swear at the appallingly unresponsive controls for a bit.



CLAY FIGHTER 2

JUDGMENT CLAY

TOTAL!
SNES REVIEW
EXCLUSIVE



PLAYERS: 1 OR 2
FROM: INTERPLAY
PRICE: £TBA
RELEASE: TBA

Even weaker and wobblier at the knees than usual, our Josse prepares for Judgment Clay...



All one-on-one beat-'em-ups are Street Fighter clones, right? Oh come off it, that's like saying that all platformers are ripping Mario off. Yeah, sure the original *Clayfighter* and this sequel follow the genre's format with two-out-of-three challenges and energy bars across the top, but *Clayfighter* is the most original fighting game of them all.

Clayfighter 2 is, of course, very close to the original, but that's no bad thing. Fat Frank gave *Clayfighter* 88% back in issue 27 and at the time I thought he'd been a bit

generous (maybe he was blinded by the circa 74 cheeseburger-addicted Elvis alike Blue Suede Goo's brilliance), but after the game had been kicking around the office for a few months and we've all had the chance to learn the moves I agreed with his high score and even thought it might have been worth 90% for the grin factor.

Sadly Blue Suede Goo is missing from *Judgment Clay* (there were complaints from Elvis's fan club but I can't imagine that they were taken that seriously) but there are a whole



One of Blob's better looking but less effective moves, the eyeball bulge. Smashing!



Blob, since the sad demise of Blue Suede Goo, is my favourite character.

THE KING IS DEAD

Sadly Blue Suede Goo has gone. Every year millions of visitors will come to pay their respects at his graveside. You won't hear him in *Playfighter 2* though, as he's been replaced by a new character, the King of the Stone. He's not as good as Goo, but he's still a decent fighter.



Nana and Kangoo get down to traditional fisticuffs. Eat your heart out, Ken and Ryu.



"How about
Tournament Fighters?"



ATKO SAYS...

Okay if you're after a decent beat-'em-up but have already got or are bored of hearing about SSF and MKII, then both *Clayfighter* games are pretty good but neither match up to *Turtles Tournament Fighters* (TOTAL! issue 25, 90%)



Don't worry, Tiny's not on fire. It's just the background.



Street Fighter-style, each character has their own home turf. I can't remember whose this is.



The big baby Goo Goo takes a fell while Nana flexes his muscles.



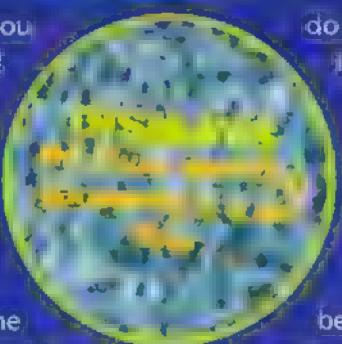
Left: Octo celebrates victory with a massive belch. Probably.



Bad Mr Frosty isn't entirely happy with being under the sea in an Octopus' garden.

host of new and bonkers characters for you to get your teeth into. In fact only Bad Mr Frosty, The Blob and Tiny remain but are joined by Hoppy the Battle Bunny, Goo Goo, Kangoo, Nana Man and Octo in a stupid button-bashing festival of infeasible cartoon idiocy. Huhah for that!

Sure, the gameplay's not in the same league as *Street Fighter* or *Mortal Kombat II*, but you knew that anyway, and aside from the new special moves it's largely unaltered. The first few goes are random button pressing just to try to get the characters to



do something stupid, but once you've learnt a couple of silly moves (Nana Man's Banana Slice is great) there's plenty of scope for some testing play and great competition (Thicky's really good at it and it's really annoying me).

All in all it's just as good, if not better than the original, but it's a shame the best character, Blue Suede Goo, had to go. I love it!



A slice of the action's going Goo Goo's way as Nana unleashed hot, erm... Nana.



© MKII Bad Mr Frosty takes a pummeling from Octo's spinning cartwheel attack.

CHARACTERS

Brilliant characters, clever backdrops and more than adequate animation

8

The better-than-average music is well complemented by the silly sound effects

8

Not exactly *Street Fighter II* but there are enough moves to ensure it's not embarrassingly thin

7

One of the funniest games two players can get down to, but more moves would make it even better

7

TO TILT OR NOT TO TILT

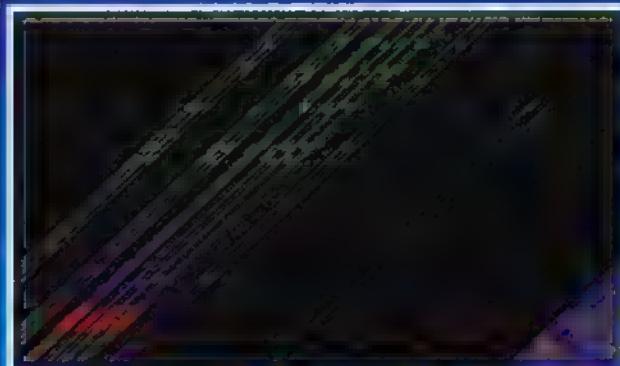
"The major difference between this and the original is a load of new characters. They're both great fun but I reckon *Judgment Clay* just edges it"

TOTAL SCORE

89

STAR TREK

STARFLEET ACADEMY



Choose between five different ships but why? They're all the same on the inside.



Quick, there he goes. Oh bugger! I suppose we'll have to wait another 15 mins then.



Get used to this view. Most of your time will be spent staring at black nothingness.

Now where did we put those dilithium crystals? Oh no! Jasse, spit those out...

The weird thing about this is that, whereas ordinary games tend to be simulators of things – aeroplanes, cars, boats or whatever – this one's a simulation of a simulation. You're at Starfleet Academy, learning how to fly spaceships without the risk of actually getting killed by some unknown lifeform, or falling in love with a woman with three ("Arms!" Andy). If anything goes wrong, you get a slapped wrist from teacher and are told to try again. This inevitably detracts from the excitement.

Not that there'd have been any anyway. *Star Trek: Starfleet Academy* is utterly dreadful, and you'll have seen everything it has to offer within



PLAYERS:
1-2
FROM:
INTERPLAY
PRICE:
£TBA
RELEASE:
TBA



Don't you just love a game that has a dinner option. **TOTAL!**'s top innovation award goes out to *Starfleet Academy*.

minutes of switching on your SNES. Although there are hundreds of menus to wade through, offering what seem to be endless choices, they all lead to the same thing – either training (flying around beacons, and learning how the tractor beam works, and doing some simple tasks), or trying one of three simulated missions.

Simulated missions, eh? Yes, but they're awful. One's a made-up one, while the other two are based on two of the Star Trek films, but in each case all you have to do is shoot another spaceship, while dialogue from the film appears on the screen as appropriate. And shooting spaceships involves staring at a black rectangle in the middle of the screen, wagging the controls about randomly until a spaceship drifts into view, with the help of a blurry scanner little bigger than a 2p piece. It's even worse than the rather cack *Wing Commander* or *WarpSpeed*, if you've ever played those dreadful items, although the exteriors of the 3D spaceships and the close-up planets do look quite nice.

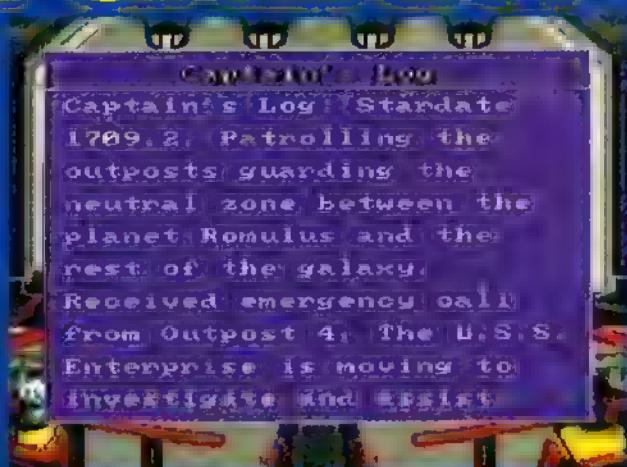
PHOTONS
Moderately impressive ships, and the tune from Star Trek 2

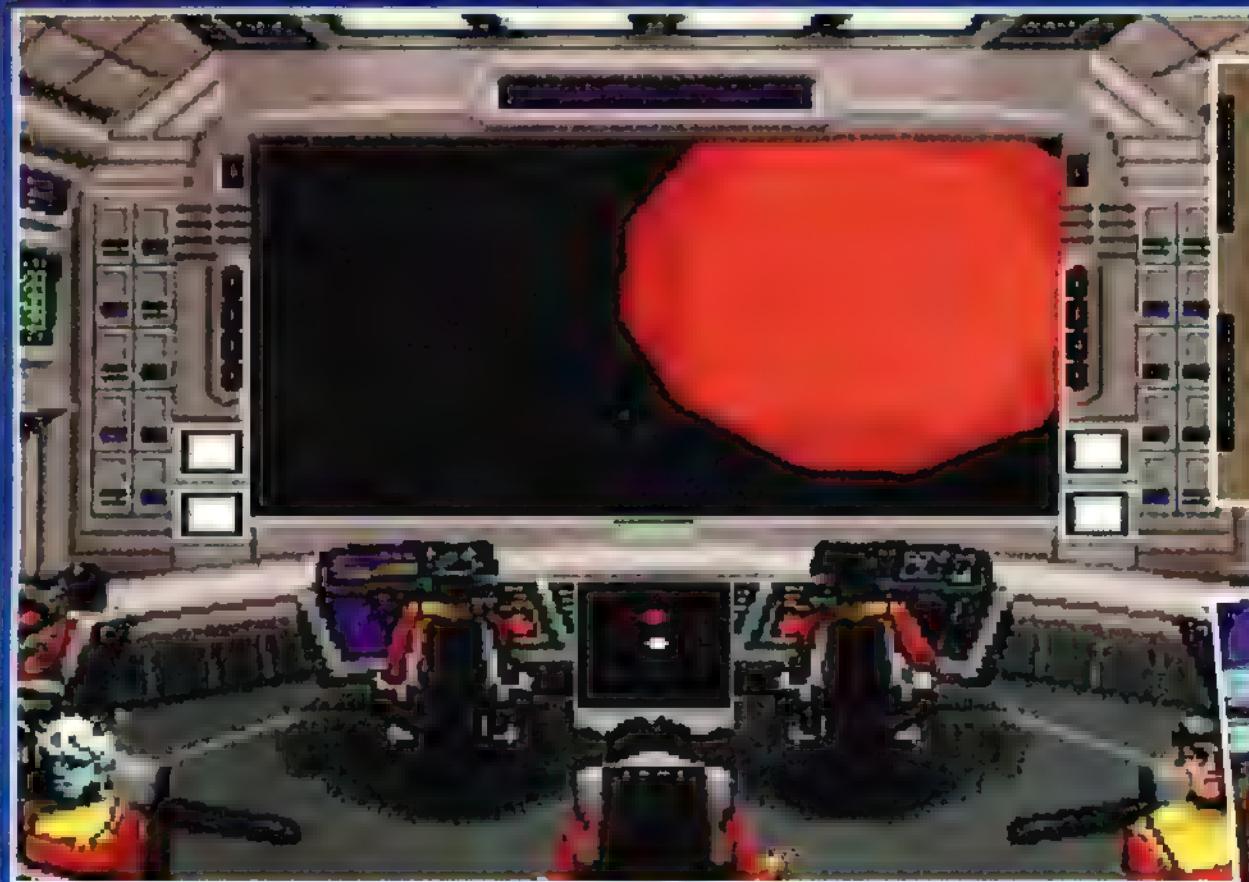
SAVE THE GALAXY

These are the three simulated missions at your disposal, which you seem to be able to play without bothering with any of the other training stuff. If you want.

MISSION 1

In the first one, some space stations are being attacked by a mysterious enemy, just like what might happen in the real *Star Trek* on the telly. When you get there, you find it's another spaceship. Shoot it.





At last, after seven years of battling Aliens, losing non-speaking members of the crew and snogging all the female staff, we have reached the planet of Tomatothon.

And that's it. You can look through the computer's records for information about Klingons and things if you want, but you just get screens full of dull text without any pictures.

Yeuch. This sort of thing makes me embarrassed to be a Trekkie. If I was one. Obviously.

FUTONS
It's all just staring into space or reading tedious text



LOSSE T!

GRAPHICS

The spaceships look quite good, but everything else is terribly dull, especially all the text.

6

SOUNDS

Pops, bangs and some music. Pretty much what you'd expect, basically.

7

GAMEPLAY

Okay for a few minutes, but then crashes through the floor into the tedium-filled basement.

4

LIFESPAN

Hours at the most, and it'd probably be kindest simply to switch off the respirator now.

3

TOTAL JUDGEMENT

"What is it about Star Trek games? This starts with a terrible idea, and doesn't do anything interesting at all with it. Tch."

TOTAL SCORE

39

Right: Is that ship flying sideways or are we flying down towards it? I hate space.

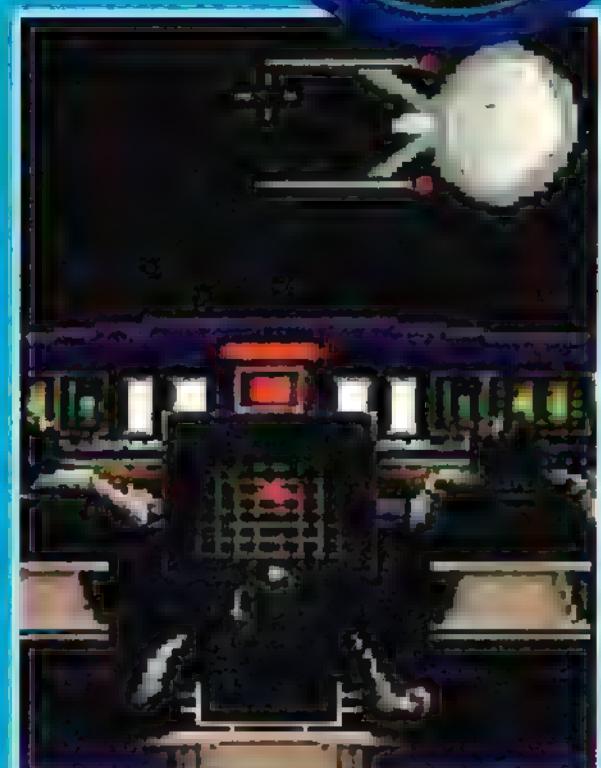
Left: M.C. Hammer has never been in Star Trek. He's a bit of a rubbish singer too.



The second is based on Star Trek 2. Some writing on the screen reveals that Khan has captured a Federation ship with the Genesis device on board. Shoot it.



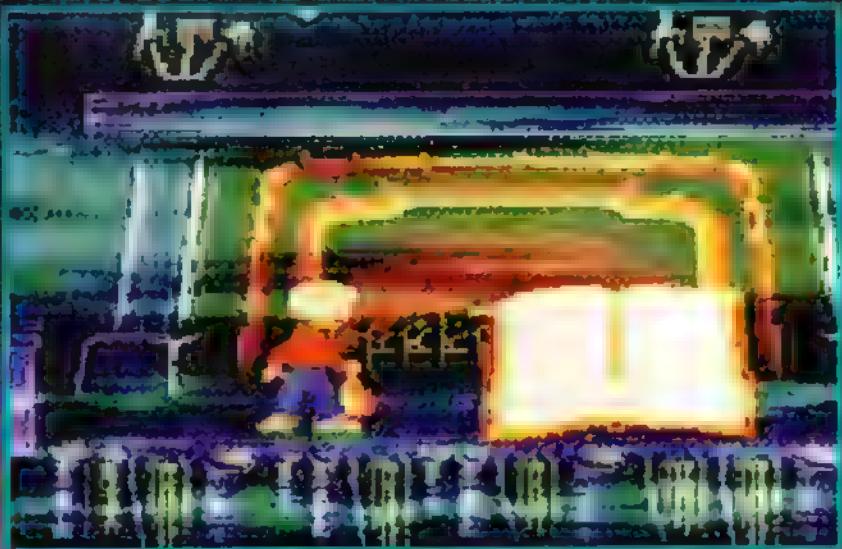
And the third is out of Star Trek 6. A rogue Klingon ship is trying to disrupt an important peace conference. Guess what you have to do. That's right, shoot it.



Above: Split screen mode allows you and a friend to seek and destroy each other.



I want to know what that third option is, behind 'End'.



The greasy stuff is a special effect, not something wrong with your copy of TOTAL.

THE

PAGEMAS



You've got to collect keys. 100 give you an extra life. I shouldn't be surprised.



PLAYERS:
ONE
FROM
VIRGIN
PRICE:
£TBA
RELEASE:
NOW

Andy gets the feeling he's been here before. And urgh - what's that? It's Macaulay Culkin, isn't it?



This is one of the 3D bonus levels, which aren't as much fun as they look, sadly.



Oh no. Looks like Macaulay's chips might be up. Bless 'im.

DISASTERS:
Not enough new ideas. A bit slow and eventually boring.



4

year, changing his name and clothes a bit in the hope that we wouldn't notice. Or Take That kept singing the same song, only with slightly different words. Oh. Er. He does. And they do. Tsk, eh?

Anyway, here's that platform game again. This time it's called *The Pagemaster*, and the character in it looks a bit like Macaulay Culkin. It's based on a film which I haven't seen (for obvious reasons), but it sounds a bit like *The Neverending Story*, with Macaulay getting sucked into a book or something.

Not that it really matters, because in the game, as usual, you jump around on some platforms and collect things. And the chances are you're completely sick of death of doing this in

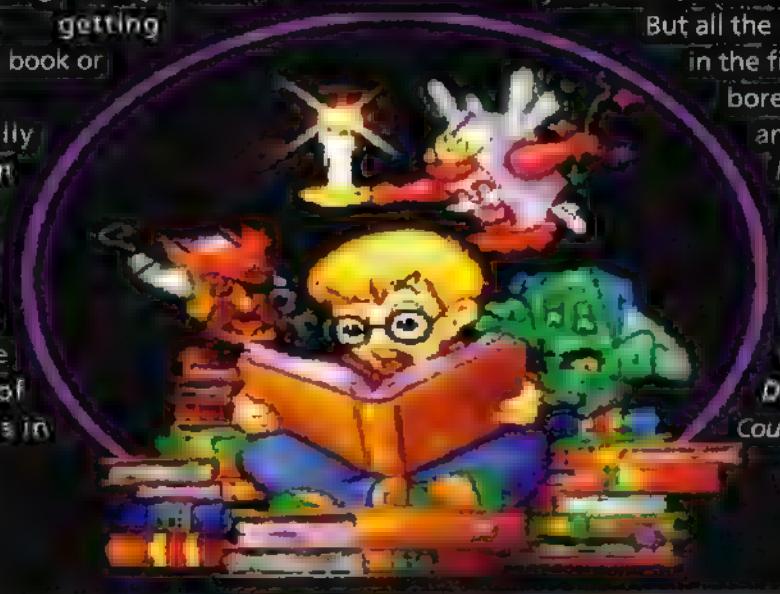
practically every game you buy, and wish game designers would get out of bed a little earlier and come up with something more imaginative. This one might have made quite a nice *Zelda*-style RPG, for example.

Or perhaps it's just me. Perhaps you were only today thinking, "C'mon, I really fancy paying forty quid for another platform game." In which case, you'll be pleased to hear that *The Pagemaster* is actually quite a good one. The animation is excellent, with Macaulay leaping about with great agility, and there's lots of parallax scrolling and special transparent effects. The use of power-ups is pleasingly inventive too - they do things like making you jump higher, or stick to the ceiling by

your hands, or throw apples at baddies.

But all the levels look the same in the first world, and I was bored of it before I got any further than that.

Puggsley's Scavenger Hunt was a much better attempt at the same sort of thing. Or of course there's *Donkey Kong Country*. ANDY



11

This map shows you how you're getting on in the current world. (Not very well, in my case.) Innovative, eh readers?



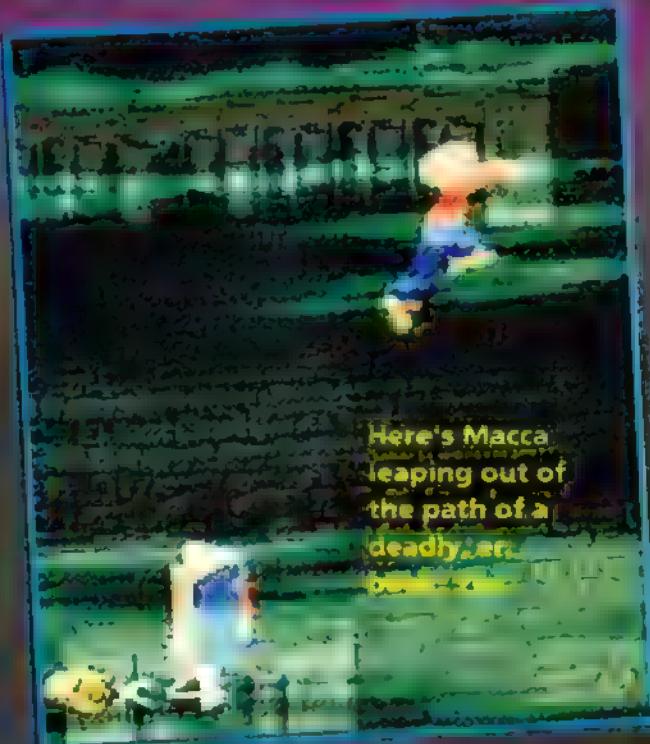
"Save up and get *Donkey Kong Country*"



ATKO SAYS...

Just like Andy said, this is a bog-standard, good-looking platformer, and there are hundreds of those to choose from. Unless you're a Macaulay fan then go for something with more variety, challenge and innovation. Get *Donkey Kong Country* instead.

TIGER



You get to these bonus levels by running into special 'things'. They scroll around in 3D, and you collect stuff while trying to avoid crashing into obstacles. Ho hum.

TOTAL! TACTIX

If you're having a spot of trouble seeing through the gloom in the atmospherically dark first levels...



turn up the brightness on your telly!

GRAPHICS

Not bad at all, if a bit murky and dingy on some levels. The animation is nicely done

8

SOUNDS

The music grinds you down fairly quickly, and you can't turn it off. But the effects are okay

7

GAMEPLAY

It all seems to work okay, bar the odd jump-off-the-edge-of-the-screen-and-hope bit

7

LIFE SPAN

No hum. Even if you don't mind it being unoriginal, this one's even duller than the norm

5

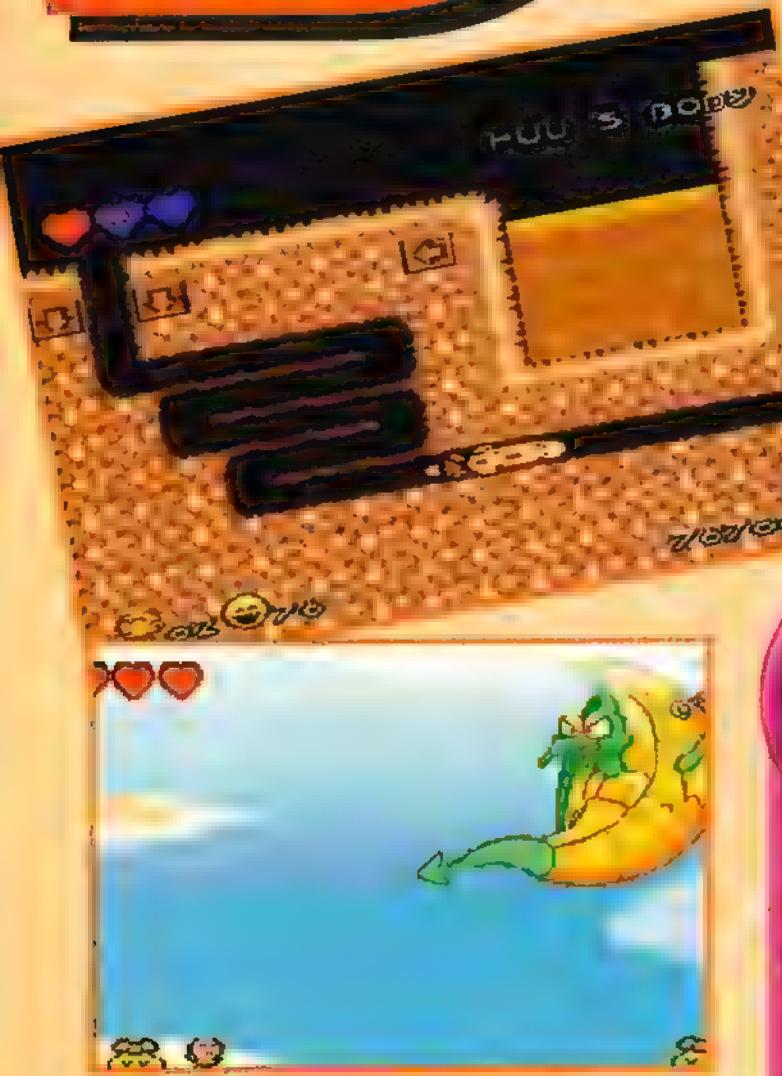
TOTAL JUDGEMENT

"Slickly produced and everything. But, honestly, it's the same old formula rehashed for the hundredth time. And it quickly gets pretty darn repetitive"

TOTAL SCORE

71

SUPER BC KID



The first level boss is a swine to nail in his 70s hanging chair. Jump on his lap.



You'd be quite happy resting your pint or doing a spot of ironing on BC Kid's head.



PLAYERS:
ONE
FROM:
Hudsonsoft
PRICE:
£TBA
RELEASE:
MARCH

Atko likes nothing better than wandering through life dishing out Glasgow kisses left, right and centre. Hiss.

There's a lesson to be learnt from *Super BC Kid*. A universal truth if you will. If you're walking around, minding your own business, and something troublesome pops up, don't waste time thinking about it. Use your head in a more direct response. Simply nut it. It's not a very good lesson, admittedly and you won't find many things that come off worse than you when headbutted but, hey, it's good fun in BC Kid's odd, headache-free world.

In fact, until you've played *BC Kid* you won't have appreciated just how many ways a Glasgow kiss can be useful. You can use it to butt a yellow spring flower into the air for head-balance transportation. You can bounce between walls, butting away. You can crumble blocks of rock. You can



Left: The intro sequence is as bonkers as the rest of the game.



Below: Pick a tunnel and prepare to squeeze through the maze.

even kill baddies. You can float about doing spinning butts, or jump in the air and go for a head-down, diving butt.

But BC Kid's not one dimensional. Oh no. Collect the right sweets and he'll change. He goes very big, very small, very heavily browed, very dinosaury or very madly dinosaury.

"The Kid's alright"

JOSSE SAYS...
Admittedly, *Super BC Kid* doesn't look that hot but don't be put off by the screenshots – there's stacks of fun in this cart. The one thing that surprises me, though, is how they couldn't get this simple formula to be as effective on the Game Boy version.



Lord of the Rings

TOTAL! SNES REVIEW



The ferry across the River Brandywine lacks the first-class cabin Frodo was expecting.

"You've already got Zelda and Secret of Mana, I presume"



ATKO SAYS
What wouldn't be an alternative to this game? Playing Pictionary with Stevie Wonder would make more sense. But if you want a decent RPG and you haven't got *Secret of Mana* and *Zelda* already (if not, why not?) try *Final Fantasy 3* on import. Heck, even *Young Merlin* is better.

The Dark Lords are back, and plan to turn our brains to mush. Our Sally is subjected to their new insidious form of attack...

Let's just admit it: *Lord of the Rings* is not the greatest story ever written, despite what a few old hippies and trainspotters might tell you. But it is a bit of a classic and would make a totally tongue-chompingly amazing RPG. And guess what? This isn't it.



PLAYERS:
1-4
FROM:
INTERPLAY
PRICE:
TBA
RELEASE:
TBA

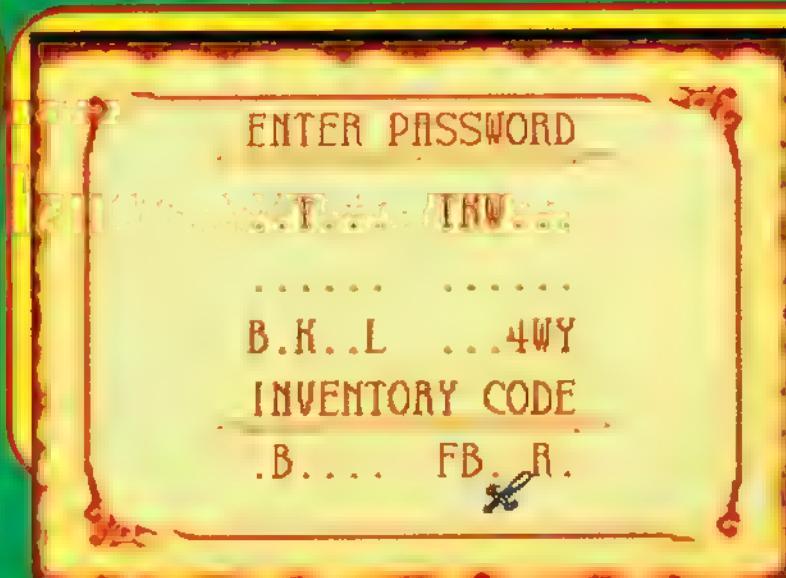
PART 1

It just doesn't impress on any level. At all. It's not like it's even trying. Nothing about it is spectacularly dire, but nothing impresses either. Apparently, it's been two years in development, but it really looks like it's been rushed out in a couple of months.

From the dull plot, to the characterless graphics, to the irritating controls (which won't let your characters walk diagonally) and the pointless combat system, it's all so... well... tired. And tiring.

You wander around the screens aimlessly, hoping to bump into the right characters or pick up the right objects. You know you will. There's never any doubt, because the puzzles are pretty obvious. It's just whether you encounter enough enemies to drain your energy that proves the challenge.

But even the fights don't liven things up. The enemies are an unimpressive bunch, who all look



THERE'S NO BACK-UP!

Bizarre - the game has no battery back-up! Instead, you get possibly the worst password system in the known universe (this side of the Barnet by-pass). Trying to improve your personal best password-filling-in time is almost more of a challenge than the actual game.



The Barrows are full of danger. Well, one or two. Nothing to worry about, really. Yawn.

different but fight the same. And there's a distinct lack of numbers floating over heads during combat (the kind of thing most RPG fans are used to from playing *The Secret Of Mana*). There is some system is happening, but it's never clear just what it is.

There are few surprises, and no graphical flourishes that I could see. Blame it on the brilliance of *The Secret of Mana* if you like, but we expect a bit more from RPGs these days. The sprites are all faceless potato people and it's difficult to get involved with them. Only the excellent music provides any real atmosphere.

All the characters, situations and the places from the book are in there, sure, but there's none of the magic. It's a disappointment, and only dedicated RPG fans will get any fun out of it. And then not much.

RINGS
At times it
really feels like
they're
breathing
down your
neck

T
10



Frodo has a few problems with some ring-wraiths who won't tell him the way to Bree.

TOTAL TACTIX

You might hate mapping, but some parts of this game—such as the caves at the beginning—are interminable if you don't keep track of where you've been. And more importantly, haven't been.



STINGS
It's humourless, dull, and frankly not much fun



Some of the areas you have to roam around are huge, but there's very little actually in them. You wander around for ages and discover one magic mushroom and a couple of orcs. Yawn.

GRAPHICS

With colours dull, and characters too small, it's nothing to rave about at all.

7

SOUNDS

The creepiest music and eeriest sound. Mean that aural treats in *Lords* abound.

8

GAMEPLAY

An RPG that's been stripped bare. The fun in this is who knows where?

5

FINAL WORDS

With few surprises and a boring plot, you won't be playing this an awful lot.

5

TOTAL JUDGEMENT

"A no-frills, no-thrills RPG. Which might have worked if the plot and puzzles had been any good. They aren't. The result, I'm afraid, is zombie-fying."

TOTAL SCORE

56

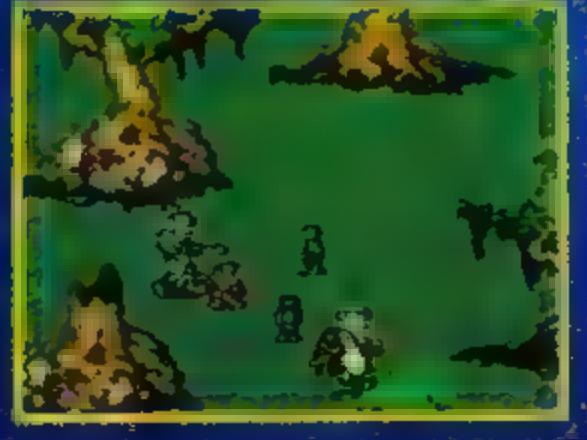
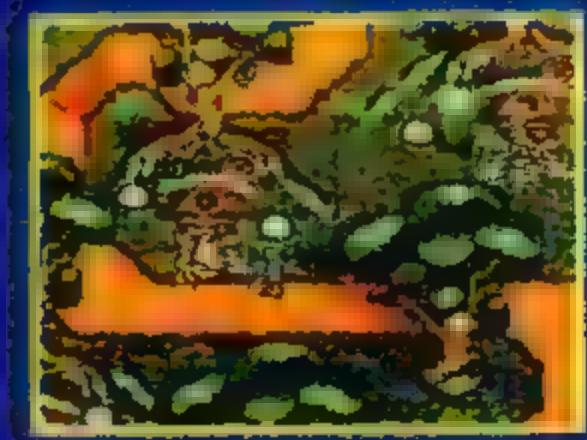
ADVENTURE AROUND. THE MOST ENDURING PICTURE EVER MADE.

J.R.R. Tolkein's THE LORD OF THE RINGS

The ring that has the power to decimate Middle Earth must be destroyed. Fate has chosen you to undertake this **epic quest**.

Legend tells of a game for up to 5 players that can be controlled by mouse or joypad.

Is it fact? Or is it fantasy...?



INTERPLAY PRODUCTIONS, 71 MILTON PARK, ABINGDON, OXFORDSHIRE OX14 4RR. TEL: 0235 821666

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SUPER HI-FI EDITION

Interplay

MICHAEL JORDAN CHAOS IN THE WINDY CITY

Josse thought a slam dunk was a forceful digestive... Until he discovered Michael Jordan.

You might imagine that when the average basketball player has lent his name to everything from slippers to bedspreads and lawnmowers to juice extractors, there must come a time when they turn their hand to computer games. Avoiding the obvious basketball simulator, Michael Jordan's plumped for a platformer. Unlike Shaq Fu, though, this one works pretty well and doesn't make the very masculine Jordan look like a raving nancy.

So, now we join Michael, bouncing around the levels with his trusty basketball as a weapon. Naturally, this basketball can be powered up in all manner of ways - super strength, homing and the like - and running amok in the windy city - that's Chicago to you and me. Called such because

Jordan fact: Michael is no larger than the average dog. It's all done by mirrors, apparently.



PLAYERS
ONE
FROM
OCEAN
PRICED
£44.99
RELEASED
NOW



Jordan fact: Michael Jordan has frequent dreams about men wearing suits of cheese.

they have outbursts of unnaturally high winds. All dogs have artificial lead feet to stop them flying off and paper is outlawed - all newspapers and magazine are made from tin.

Anyway, I was perfectly expecting this to be a load of old harris: a sad licence with a famous bloke bolted on to shift a few more copies, but how pleasantly surprised I was. It's highly playable, entertaining! How quickly I was made to eat my hastily spoken

words - with a side salad. And an extra portion of chips of course.

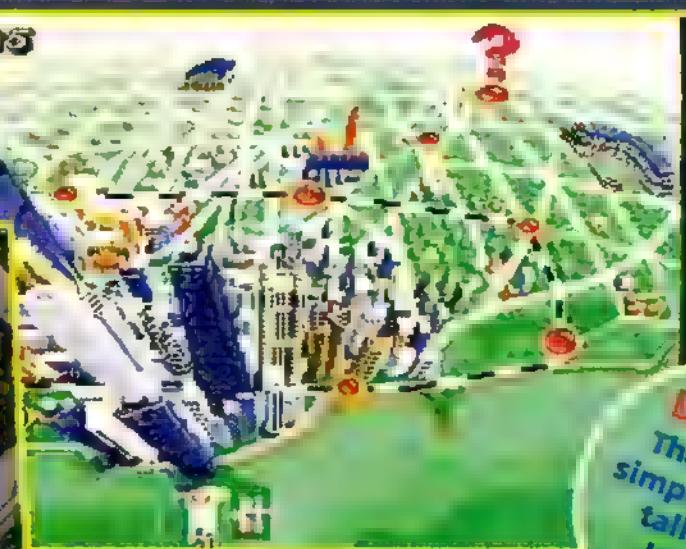
JOSSE



SLAM! Great graphics, big game, big name, nice shoes



Jordan fact: Michael likes rare Greek music and I don't know what these skyscrapers are about.



DUNK! That man's simply far too tall to be human



Jordan fact: When he's drunk, the only word Michael can say is 'elbow'.

GRAPHICS

Michael moves with all the grace of a gazelle and the backgrounds are great

8

SOUNDS

Some good, clear samples of Michael, plus run-of-the-mill in-game music

8

GAMEPLAY

Not exceptionally original - it's just the use of licence that's unusual

7

LIFESPAN

There's plenty going on, and it's tough enough to keep the interest up sufficiently

8

TOTAL JUDGEMENT

"It isn't a basketball game as such, but - for once - it's an innovative use of a licence that works really well. Big lad, too!"

TOTAL SCORE

82

BLIMEY! 16 PAGE TIPS PULL-OUT!

DONKING KONG COUNTRY TIPS

Axl Rose would say...
"Welcome to the
jungle, baby" He's not
here, so over to Josse.



Welcome to Donkey Kong Country, baby! And welcome, more rewards, ready to be won!

Donkey Kong Country is a place where you can go to have fun. To swing, to run...

Jump, climb, fly, roll, spin and clutch, but don't fall, or you'll fall into the bottomless void! And when the time comes, you can play from the top to the bottom floor of DKC.

Now it's time for you to get into the game with Donkey Kong's help. So try to look out for him, he'll help you less. Good luck!

JUNGLE HI JINKS



1. Firstly, go into your hut to get yourself a free life which is just floating there.



DONKEY KONG COUNTRY TIPS



Rambi the Rhino Bonus Level

In the game, you'll often be transported to bonus levels where you can add some extra lives to your tally. Jump left onto the igloo and then bound over the top glaciers. You will come to a hidden area with a large rhino icon. Pick this up and then run through the rest of the level to pick up, hopefully, 500+ icons.



- At the end of the level, jump up on the exit and then onto the trees to get another portion of bananas.



Rooey Rampage



- At the start, jump up on the entrance then right along the treetops. Keep jumping right for a K icon.



- Jump up onto the exit cave and onto the treetops to get your bananas.

Reptile Rumble



- Throw a barrel at the wall by the K icon to enter a bonus area for another free life.

Expresso the Ostrich Bonus Level

Three lovely ostrich icons will transport you to this bonus level. Keep flying as far to the right as you can. When you get to the last cliff which seems to be impossible keep tapping the jump button while holding right. Lo and behold, you'll find a top bonus icon sitting there for double icon joy. Try to glide around the screen full of icons by tapping the jump button and swaying left and right beatifically.



- Just before the first rope swing that you come across, jump up and to the left to get the rhino icon.



- When you get to the red arrow, drop left into this barrel to be taken to a bonus area.





2. When you reach the first barrel marked DK, jump into this barrel to enter a banana bonus level.



3. After the halfway mark, ignore the second arrow and float up to get some bonuses.



4. After you've collected three icons, your transported to this bonus grotto. From the centre, swim directly right and go through the wall to find a hidden room, then all the way left for more of the same. Head back to the centre and get your fish bottom up to the top to find the third hidden room. Then go straight down to find the Super Swordfish icon. Here's a picture in case you don't believe us.

Enguarde the Swordfish Bonus Level

Good old Enguade, what a top swordfish bloke he is. Once you've collected three icons, your transported to this bonus grotto. From the centre, swim directly right and go through the wall to find a hidden room, then all the way left for more of the same. Head back to the centre and get your fish bottom up to the top to find the third hidden room. Then go straight down to find the Super Swordfish icon. Here's a picture in case you don't believe us.



DK's HATES



4. Before you leave the level, take a tip from bespectacled ginger Chris Evans and don't forget your swordfish.



1. At the start of the level, jump up and left into this barrel to fly past half the level.



2. When you get to the first Croctopus, floating in a clockwise direction, follow it for a bonus.



2. When you see the banana arrow pointing down, go into the grotto to find Enguade.



2. Jump into the barrel on the ground and leap onto this bunch of leaves to release a handy power-up.



3. For the most part, stick to the trees as much as you can to get the rhino icon.



4. Keep jumping on all the barrels you come across in the level to find yourself another N icon.



5. When you get to these small hills, throw a barrel at the right wall for a bonus area.

DONKEY KONG COUNTRY TIPS



6. Guess what? If you jump once again onto the exit and then left onto the barrel you'll...

Gnawty's Lair

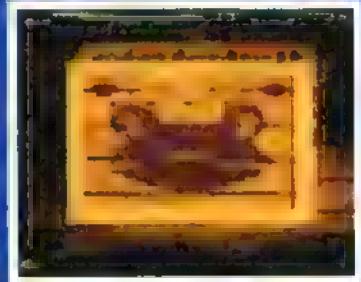


Old Gnawty the beaver is a bit of a tedious end of level guardian, hey come on, he's only the first one you have to meet. Switch to Donkey Kong and jump on his head to finish him off.

Winky's Walkway



1. The KONG icons are hard to get on this level. This first one is via this vultures head.



2. Use Kong on this level to get yourself good old Winky the frog who will make this level easier.

Mine Cart Carnage



1. On this level, use little jumps as often as possible to get all the power-ups.



2. To jump past these broken carts, you're going to have to get your timing to perfection.



3. When you get the third tyre, push it right to this ledge and jump right to find Winky.

Winky the Frog Bonus Level



Three froggy icons will take you to Winky the frog's hidden bonus level. Keep hopping/running all the way left until you can go no further, dart back right to the first tyre you come across and then hop up the platforms. Now jump left across the ledge and head down. Here you will find the Super frog icon which will, yep you've guessed it. Double your icon value.



3. Jump up onto this vulture and then up again to find this a bonus bar...



4. For the rest of the level, just jump over the barrels and down here.

3. Of course, short to something really advise just want this level, jump over barrel and down here.

Bouncy Bonanza

1. Run left to the first barrel and throw the wasp, then the tyre to the left to get the rhino icon.



2. Push the second tyre right as far as you can. Jump on the tyre to get the halfway save.



3. When you get the third tyre, push it right to this ledge and jump right to find Winky.



Stop and Go Station



1. Find a major warp, go back through the entrance to warp to the end of the level.



2. Use the track to roll the barrel to the end of the level.



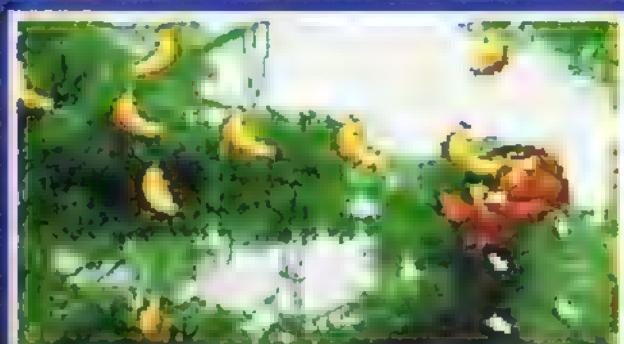
3. At the end, near the red arrow, run to the right and roll the tyre with you. Make sure you hit the last barrel.

Millstone Mayhem



1. Right at the start of the level, jump up and left to find a bonus barrel.

2. From the final barrel, jump up and right to get yourself a K icon which is otherwise pretty well hidden.



3. See the large barrel? Go on top of it to release the ball.



4. Push the tyre along the way along the level to enable you to jump up for the hard to reach icons.



5. Now simply continue pushing it right to here. You can now jump up to the second bonus barrel.



6. In this bonus section, you have to jump at the letters to spell out RARE.



7. When you get to the end of the level, go right and the end of your level to get items.



8. In the next section, go right to playing the ball. Look at the wall on where it flashes last.



9. As you continue through the level, you'll see another depression. Get the tyre and jump up and right.



10. Now you can use Winky for the rest of the level, jumping on the bees as you go.

Necky's Nuts

Big Necky is a bit of a rampaging flamingo. He's fairly easy to beat, just choose Donkey Kong, again. Now jump up on the tyre and land on his beak when he sticks his head out on the screen.



TOTAL! DKC TIPS PULL-OUT

DONKEY KONG COUNTRY TIPS



1. Firstly, jump left off this branch to get to the first hidden KONG icon.



2. Push the tyre off the ledge to the left and then right to here. From here you can simply jump up to get the bonus.



3. Play the icon catch game here, if you can win then another ostrich icon is yours.

4. After the first set of jumps over the vulture, pick up the barrel and throw it here.



5. Now you can jump on the crocodile heads to get yourself a stack of bananas.



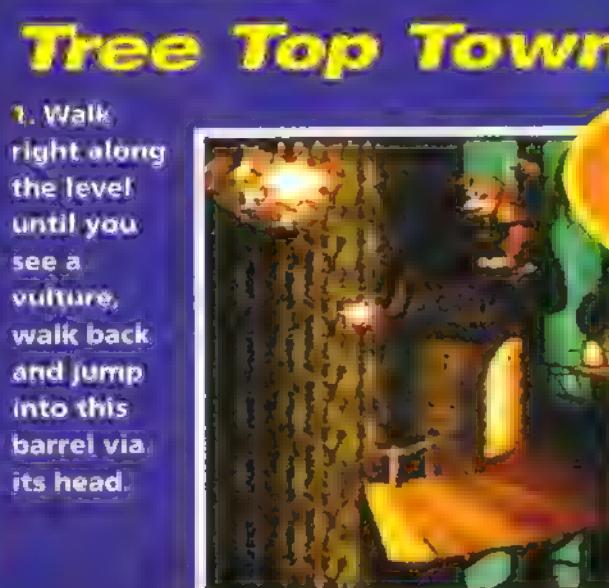
6. KONG, you get to this point when you jump into the leaves.



7. Pick the barrel up, go right and throw it at this raised wall for another bonus room.



8. In this area, time your jumps along the level. Practice this technique as you're bound to need it later.



9. Walk right along the level until you see a vulture, walk back and jump into this barrel via its head.



2. In this bonus level, you have to spell out KONG on the barrels. Start from the left and right.

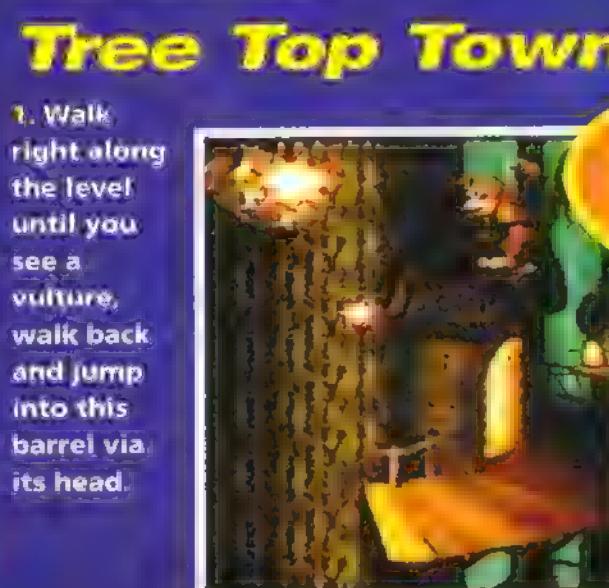


3. Here is a barrel of some very nasty stuff. When the barrel comes at you, roll to the left or right and jump.

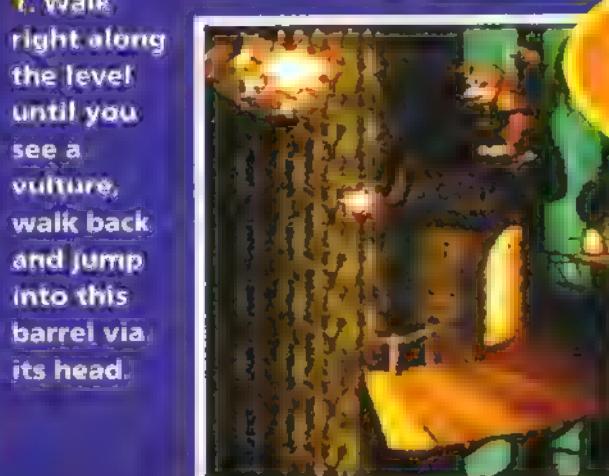


4. Here, you have to time your jump so that you will be launched into the third barrel.

Candy's Save Point
Funny thing this, but girls who generally hang out on street corners, should not be approached by 'respectable types'. However, for the purpose of this game, we heartily recommend that you visit this lass as often as possible to fulfil your needs. Hey, don't take any stupid risks, you know what I mean? Keep saving your game to avoid losing any levels completed.



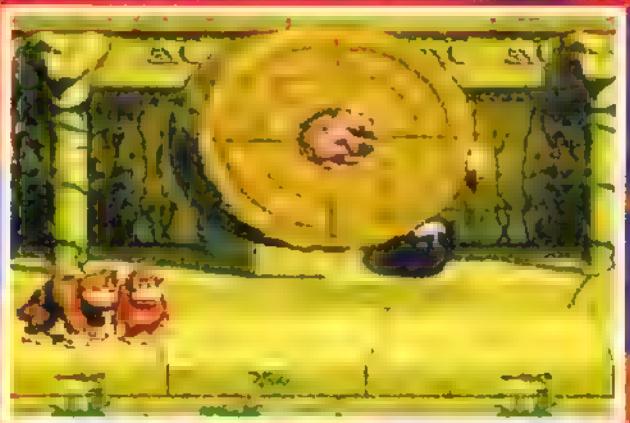
10. Walk right along the level until you see a vulture, walk back and jump into this barrel via its head.



11. Walk right along the level until you see a vulture, walk back and jump into this barrel via its head.



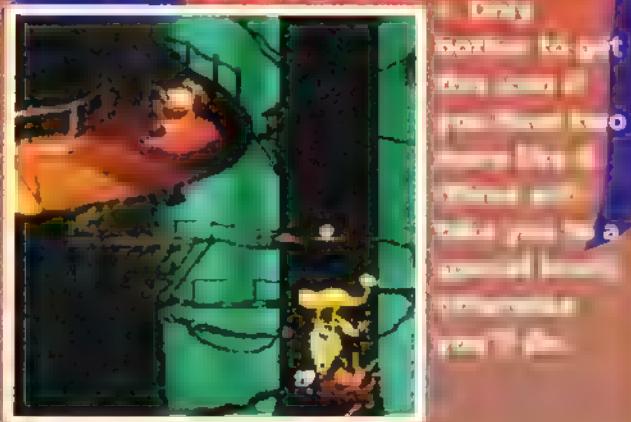
12. Walk right along the level until you see a vulture, walk back and jump into this barrel via its head.



3. In the section with the six barrel moving up and down, time the last one so that you bounce on the vulture.

2. This level has the rather annoying feature of gerbils in big wheels chasing you. Don't stop, ever.

2. Remember this DK barrel's position for future reference, and use it if you need to.



Forest Frenzy

1. If you've only got one of the Kong family, jump onto these leaves to find your partner.



3. Once again you have to avoid the vultures, but remember it's only a case of going up and down.

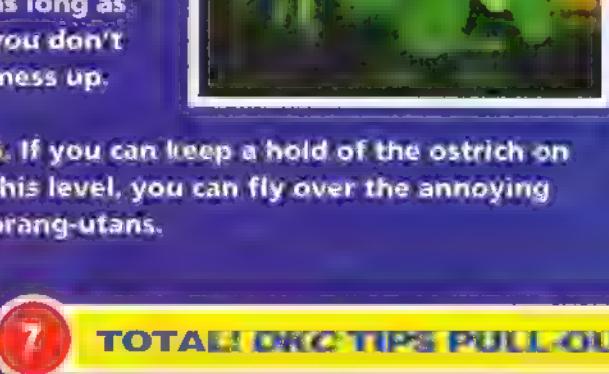
4. Once again, it's a case of jumping on the crocodiles head to get a bunch of bananas.

4. Go left to the DK barrel that we just mentioned, and jump all the way left to find this secret area.

Temple Tempest



1. Wait until the gerbils start walking towards you, then jump up and left to get this rhino.



Orang-outang Gang

1. At the start of the level, pop left and get this barrel. Throw it right to clear the level.

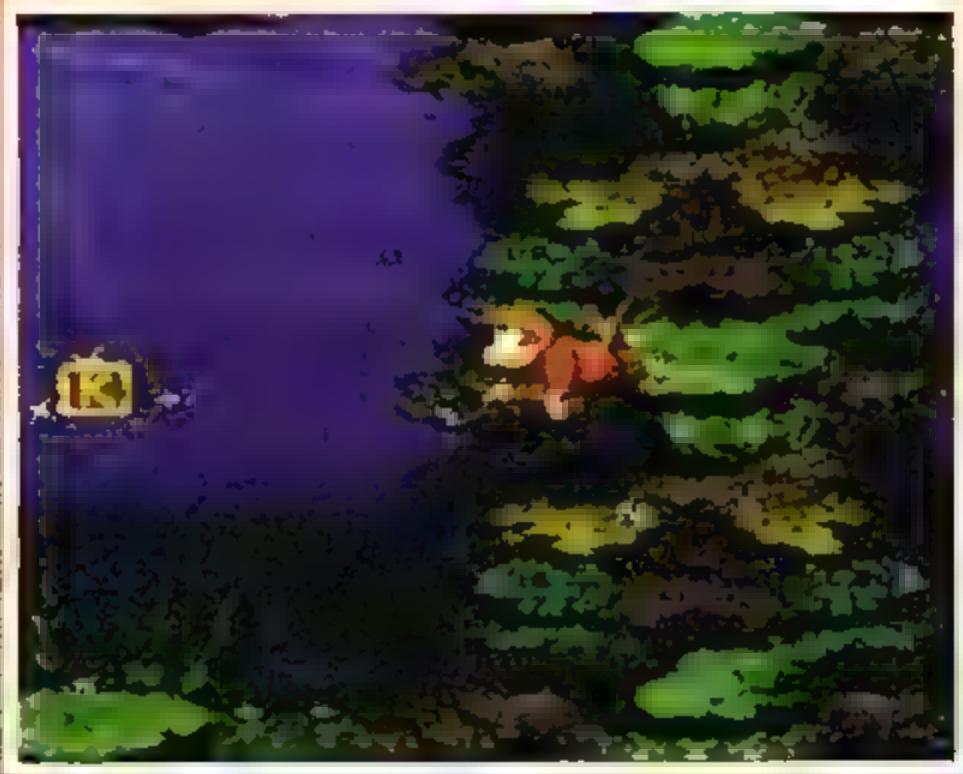
5. In this area, you can get one icon for each of the animals as long as you don't mess up.



6. If you can keep a hold of the ostrich on this level, you can fly over the annoying orang-utans.

DONKEY KONG COUNTRY TIPS

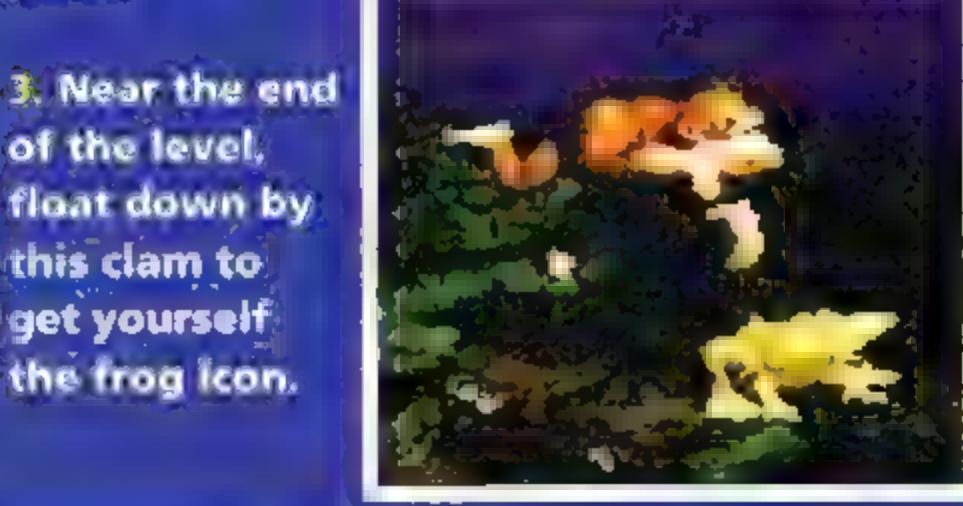
Clam City



1. In the first narrow passage that you swim up, swim left for an icon and a swordfish. Not flippin' bad!



2. For the most part, this level involves avoiding these stupid clams with their annoying pearls.



3. Near the end of the level, float down by this clam to get yourself the frog icon.

Bumble Bee Rumble



This bee is one of the major pains in the game that you'll fight. Choose Diddy Kong and pick up the barrel. Now just let the bee fly into you. When it goes red, run away from it, until it turns yellow when you can do it all over again.

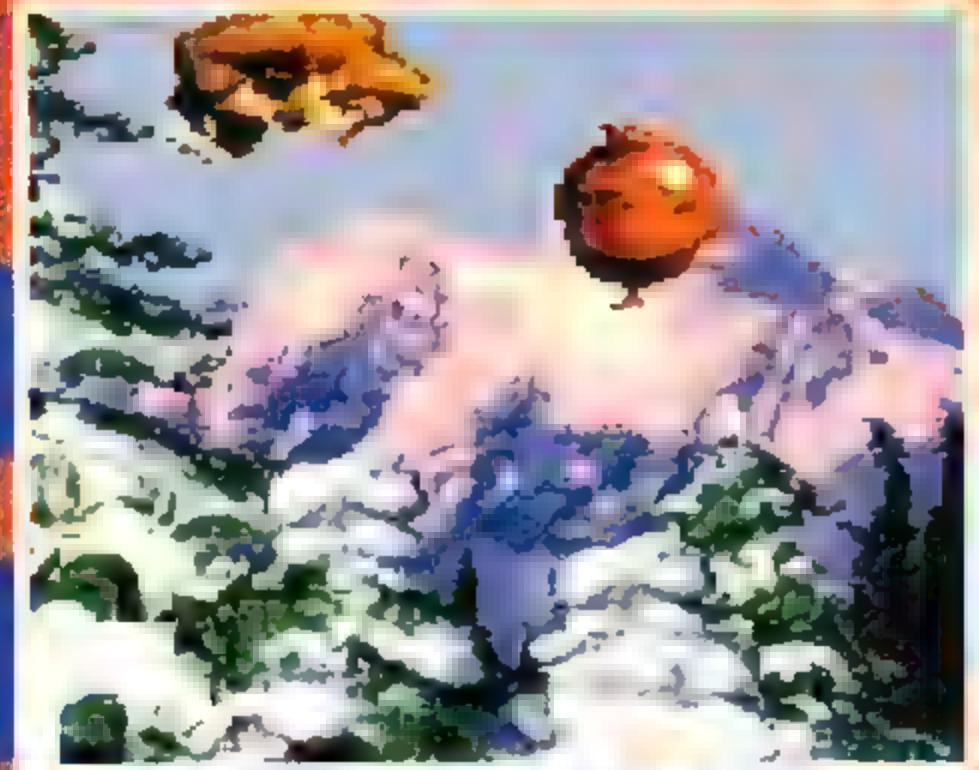


Snow Barrel Blast



1. Jump up onto the vulture and left onto the igloo to get yourself a bonus barrel.

2. Play Find the Winky. Concentrate on the last flashing icon, and jump on the barrel.



3. Jump on the three vultures and hold right. If you're a lucky gorilla you can catch this balloon.



4. Once you get to just about the halfway point, head left and drop down here to find another bonus.



5. Jump up here, and then hold left so that you land in the centre. Do it right and you'll get another go.

6. Only go for this extra icon if you've got your timing pretty much perfected. Don't bother otherwise – it's tricky.



Slipside Ride



1. Wait for the monsters to come along and then jump on them to get to the rope.



2. Drop down the cliff to this point here and throw the barrel at the wall to find another secret place.



3. On this section you must jump horizontally between the ropes to make your way across and up the screen.



2. Throw the barrel at the wall to get to this room. Spell out KONG for a free life.



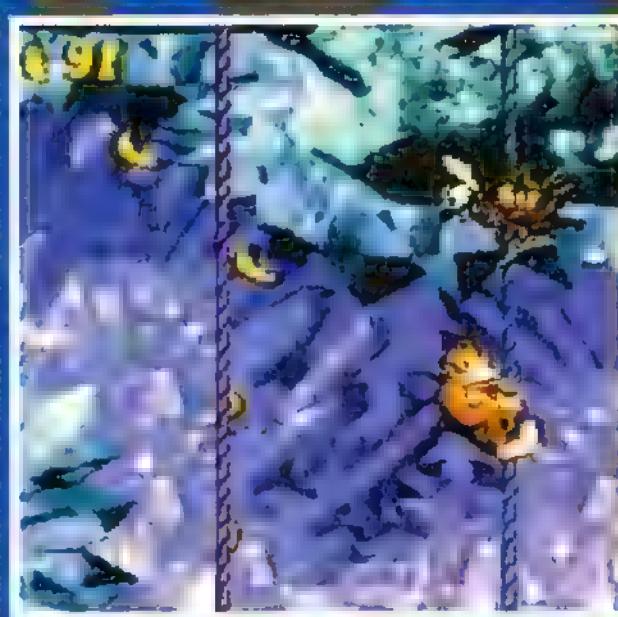
5. Now you have to spell out NINTENDO for more free lives to come your way.



1. From the start of the level, jump left over the vulture to get the ostrich icon.



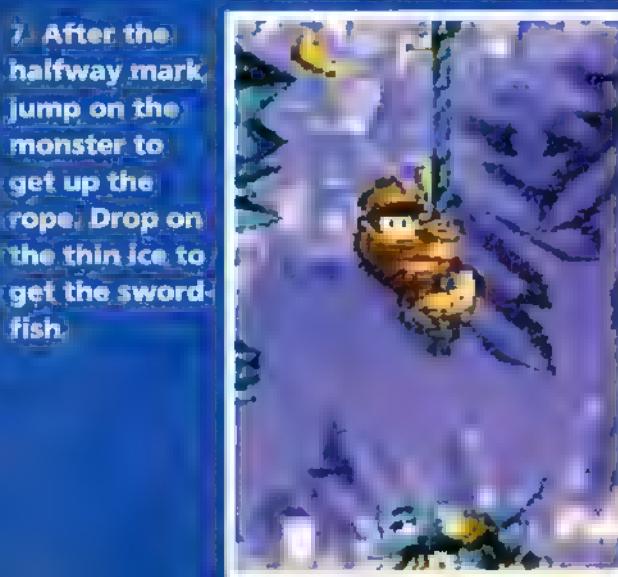
3. Hold up on the ropes to slow your descent. Jump past the bees to get a barrel.



6. When you get to here, note that the red ropes take you down, while the blue ropes take you up. Simple!



2. Fly right over the vultures with Expresso to find this bonus area barrel.



9 TOTAL! DKC TIPS PULL-OUT

DONKEY KONG COUNTRY TIPS



3. This section is yet another timing exercise. Again, make use of the practice.



4. When you get to the rope swinging section, be careful as you're likely to land near an orang-utan.

Croctopus Chase



1. Make sure you keep moving on this section, as if you stop for more than a second, you've had it.



2. After the halfway mark, you'll see this crossroads. Follow the Croctopus round for swordfish.



3. When you see this increased difficulty section, jump in the water, swim left for the swordfish box.



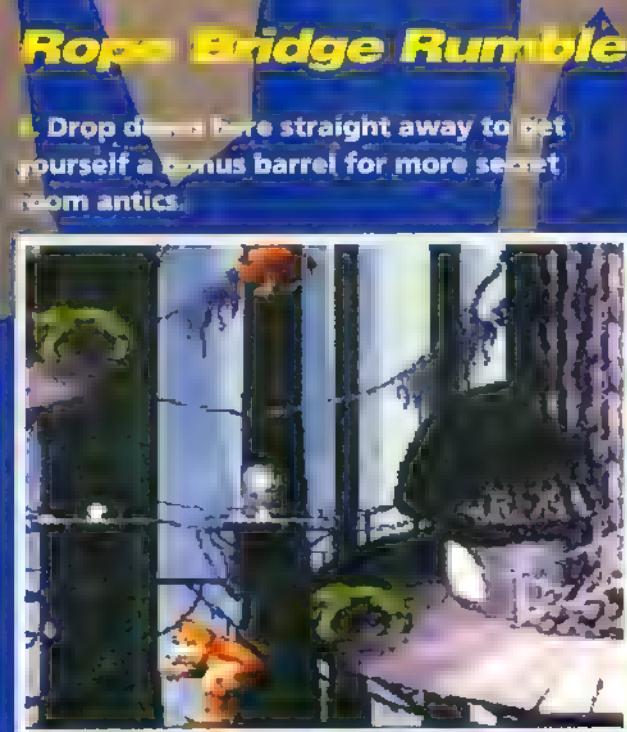
4. Jump on this box immediately to get yourself this happy parrot who will light your way.



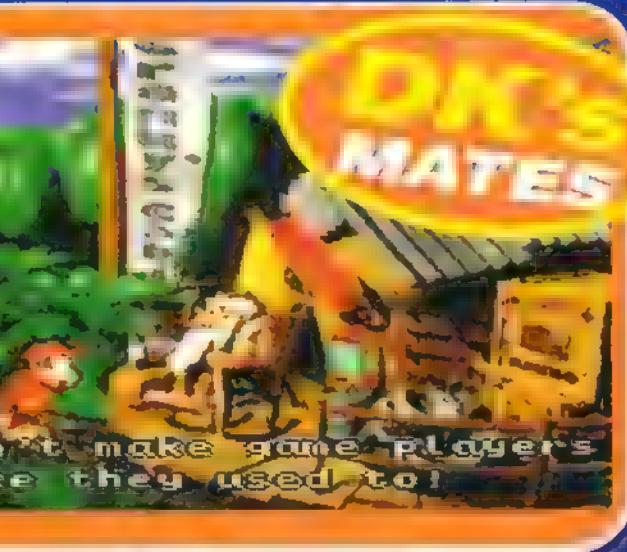
2. After the DK barrel, throw a barrel at this wall to open a bonus area for you.



3. Turn right to get the ball. Don't be afraid because this will end, and you'll lose life.

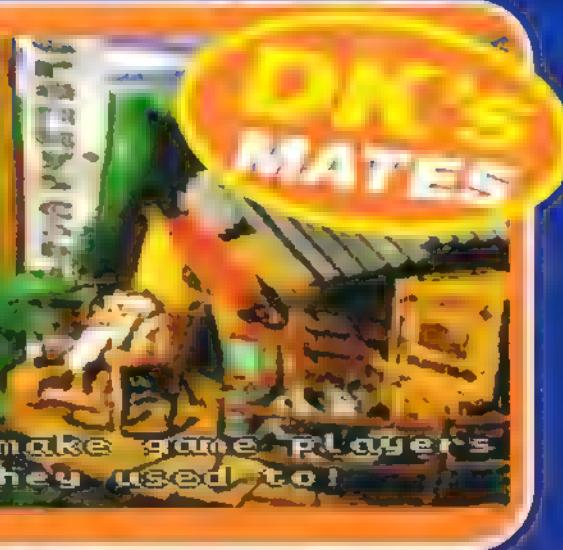


1. Drop down here straight away to get yourself a bonus barrel for more secret room antics.



Cranky's Cabin

Cranky is your in-game adviser who will, if you take the time to listen to him, give you top advice on some of the hidden areas of the game. There's some great in-jokes that all you former Spectrum/Commodore owners will have a laugh at, so enjoy.



YUP! Don't make game players like they used to!



2. Just the first time you go through the level, you'll see a small oil drum in the middle of the floor. If you jump over it, it'll open up a secret area.



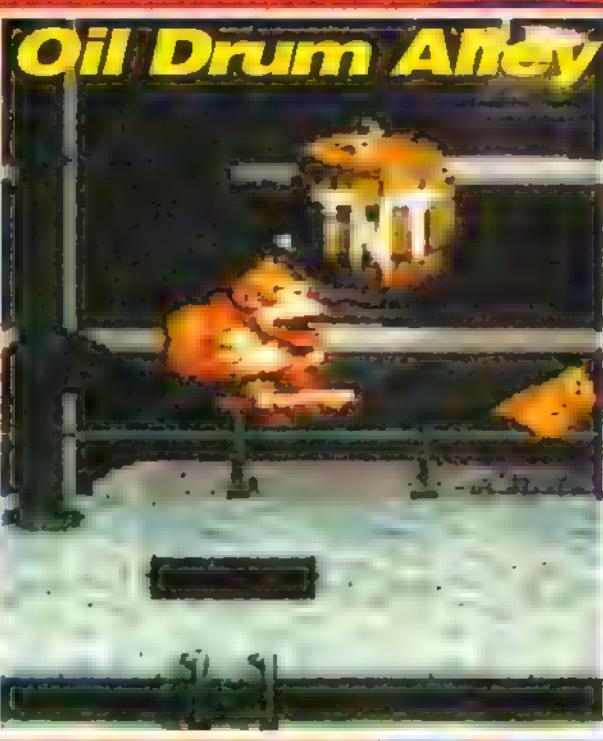
3. If you go back to the first part of the level, you'll see a small oil drum in the middle of the floor. If you jump over it, it'll open up a secret area.



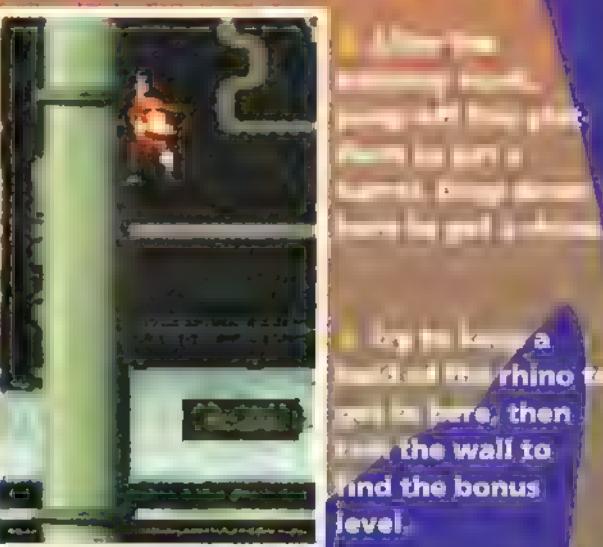
4. Just the first time you go through the level, you'll see a small oil drum in the middle of the floor. If you jump over it, it'll open up a secret area.

Really Gnawty Rampage

This beaver is getting a bit narked what with you bouncing on his head and that. After you jump on his head, he'll do a big jump towards you. Jump away from him three times and then jump on his head again. Oh yeah, and use Donkey Kong for this level.



3. Just the first time you go through the level, you'll see a small oil drum in the middle of the floor. If you jump over it, it'll open up a secret area.



4. Just the first time you go through the level, you'll see a small oil drum in the middle of the floor. If you jump over it, it'll open up a secret area.

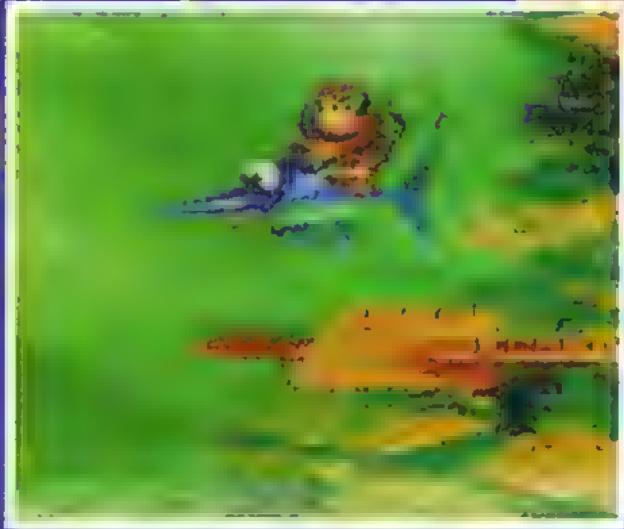


5. Just the first time you go through the level, you'll see a small oil drum in the middle of the floor. If you jump over it, it'll open up a secret area.

Poison Pond



1. Right at the start of the level, swim straight to get yours. Use swordfish straight



2. If you should lose your swordfish chum again, you can pick him up here after the halfway mark.

Mine Cart Madness

1. When you make the jump to the second cart, get ready to jump up onto this rope.



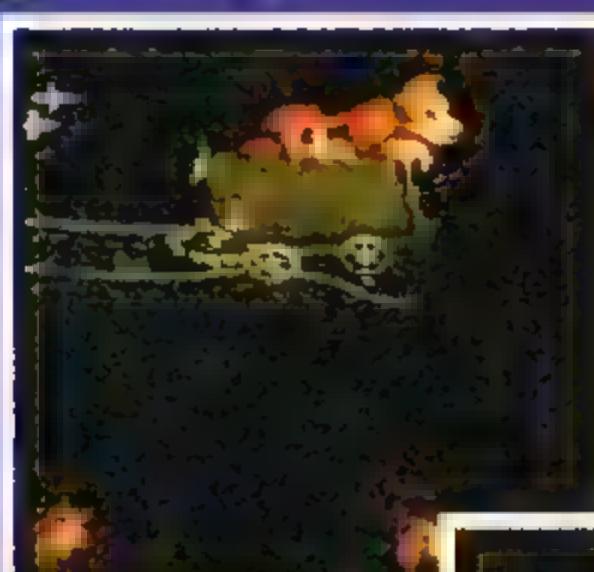
DONKEY KONG COUNTRY TIPS



1. When you go through the line of bananas and come to a gap, jump at this point.



3. This level requires your timing to be at its tops. There's a rhino icon and a free life to be had.



4. At the midway point don't jump out of the cart, instead stay in the cart.

5. When you see the monsters in the carts, don't despair! Just jump on their heads and you'll see that they're not so scary.

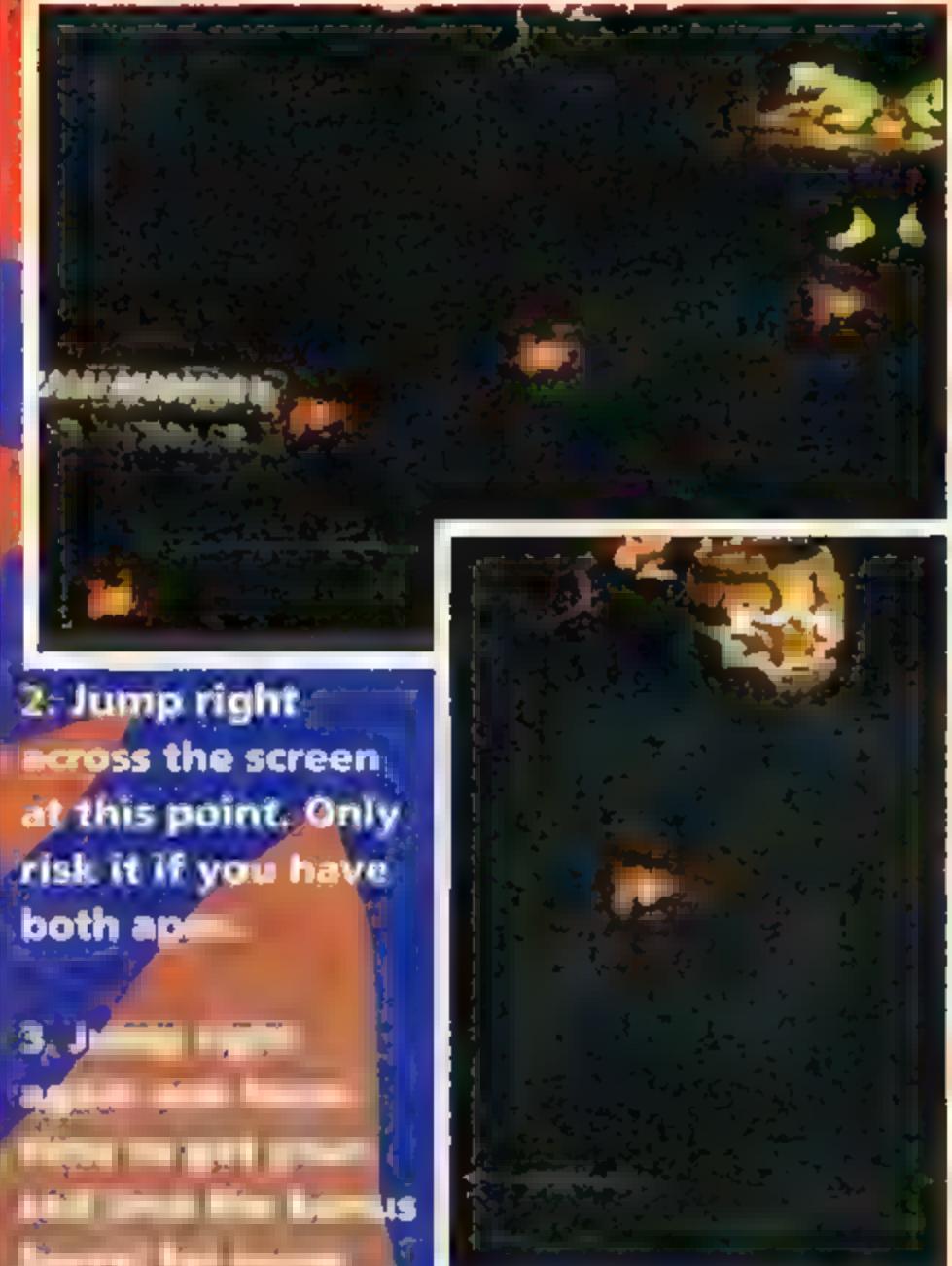


6. To get this bonus barrel, jump up in the air at the top of the track and just drop in.

Trick Track Trek



1. The first half of this level is a breeze. In the second half, watch out for these gits who jump down.



2. Jump right across the screen at this point. Only risk it if you have both arms.

3. Jump right across the screen again at this point. Only risk it if you have both arms.



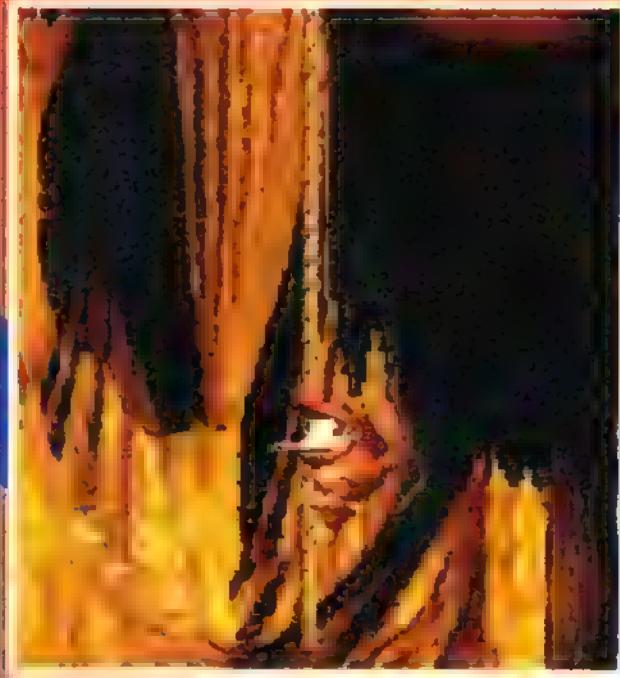
4. Make sure that you're using Donkey Kong on this level, as these big men will send Diddy Kong flying.

Funky's Flights

Get funky, er, like a monkey with this top geezer who looks a little chunky. Use this bandanna wearing games world goof to take you back to previous levels, which can help you in the following ways. Firstly, if you're down to your last life and need a save then go for it. Secondly, you can keep going back to the easier levels and pick up the



Elevator Artics

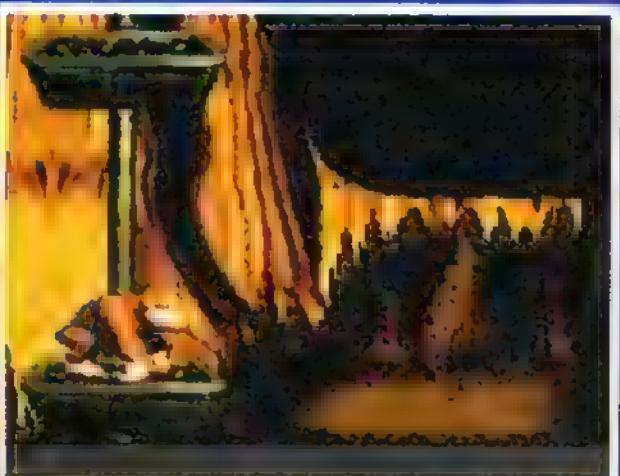


2. On the second set of ropes with the bees, jump right over here to find a bonus level.



3. If you take your time on this bonus level, there are at least three lives to be had.

4. On the very last elevator before the exit, ride it down to find this secret room.



Blackout Basement



1. You'll need to roll over here but, just tap the Y button to do your roll attack.



2. When you get to the tyre jumps, stop and take your time. Wait until it lights up.



3. You'll find a special steel barrel as you go through the level. Throw it and chase it along - you'll find out why.

Tanked Up Trouble

1. On this level, you have to keep the lift filled with fuel. Collect ALL the barrels you find else you're in trouble.



Boss Dumb Drum

This guardian can has two attack patterns. Firstly it drops out of the sky in an attempt to crush you. Run from both ends of the screen to avoid that. Secondly it shakes out monsters. Kill them and get ready to run again.



DONKEY KONG COUNTRY TIPS



you get to
early, to allow
next one.



3. As the lift makes it's second descent,
jump quickly right to get this fuel.



4. In the later stages, you have to jump on
the tyre and over the bees to get the fuel.
Always jump early.



5. The final skill test here, push the tyre,
jump the gerbils, then jump on the tyre to
get the fuel.

Manic Mincers



1. There's not
too much
happening
here, but use
a barrel or
the rhino and
you'll get
this bonus
area.



2. Not one, not two, but three, yes three
nasty crocodiles! Don't be disturbed cos
they've got lots of bananas for you.



3. When you get to this secret area, jump
like crazy to get all of the bonuses.

4. Jump onto the top of the ledge and leap
left for the frog icon. Now the rest of the
level is easy to do.



Misty Mine



1. Pick up the TNT and drop it on the
flaming barrels to destroy them
through the level.



2. On the rope ride after the halfway mark,
slide down to find a bonus area.



3. Alternate along the routes in a pattern,
starting up then down etc, and you'll get
the free life and ostrich.

4. Use the ostrich to it's fullest potential,
remembering that you can glide by tapping
the jump button.

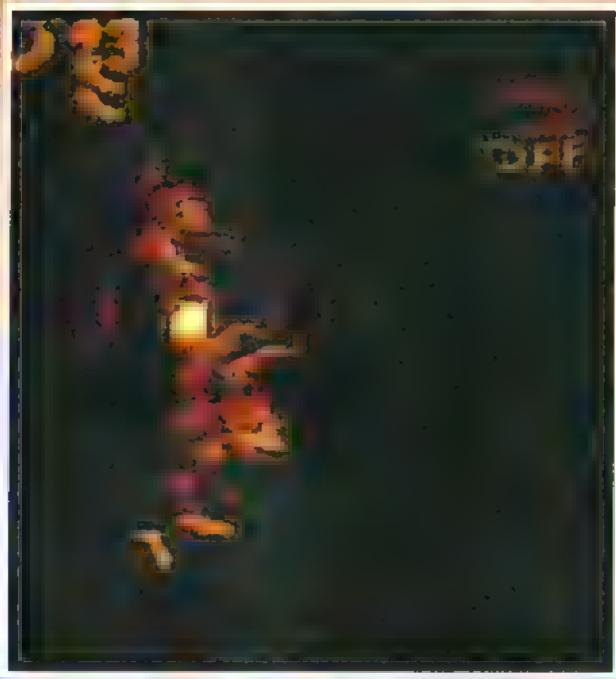


Loopy Lights

Platform Perils



1. Jump through the first gap to the right and then jump onto the floating platform to the right.



2. Drop down the first gap you come to and you'll be catapulted into this bonus room.



3. When you enter this rather dark bonus area, just tap the jump button continuously and you'll be able to get through.

4. This is Wanky the gibbon who tries to sell you a cheap watch. Psst guv, jump on this dodgy geezer's head.



1. Walk right to here and then step left onto an invisible pad. This will take you to a bonus barrel.



2. Use the keyboard to move the platform to the right.



3. Use Donkey Kong for the rest of the level, as there's a few hard guards. Remember, always jump early.

4. On the later stages, always keep a barrel handy for these guards who are otherwise invulnerable.



Necky's Revenge

Not too much to say about our Necky. Beware of his nut's which he sends flying out at you. On occasion he will pop out at the top of the screen, try to stay away from him at these times. As before, use Donkey Kong for the job.



Gang Plank Galleon



1. This is the final encounter of the game. Firstly, King Kroc will throw his crown at you. Just jump over it and land on his head.

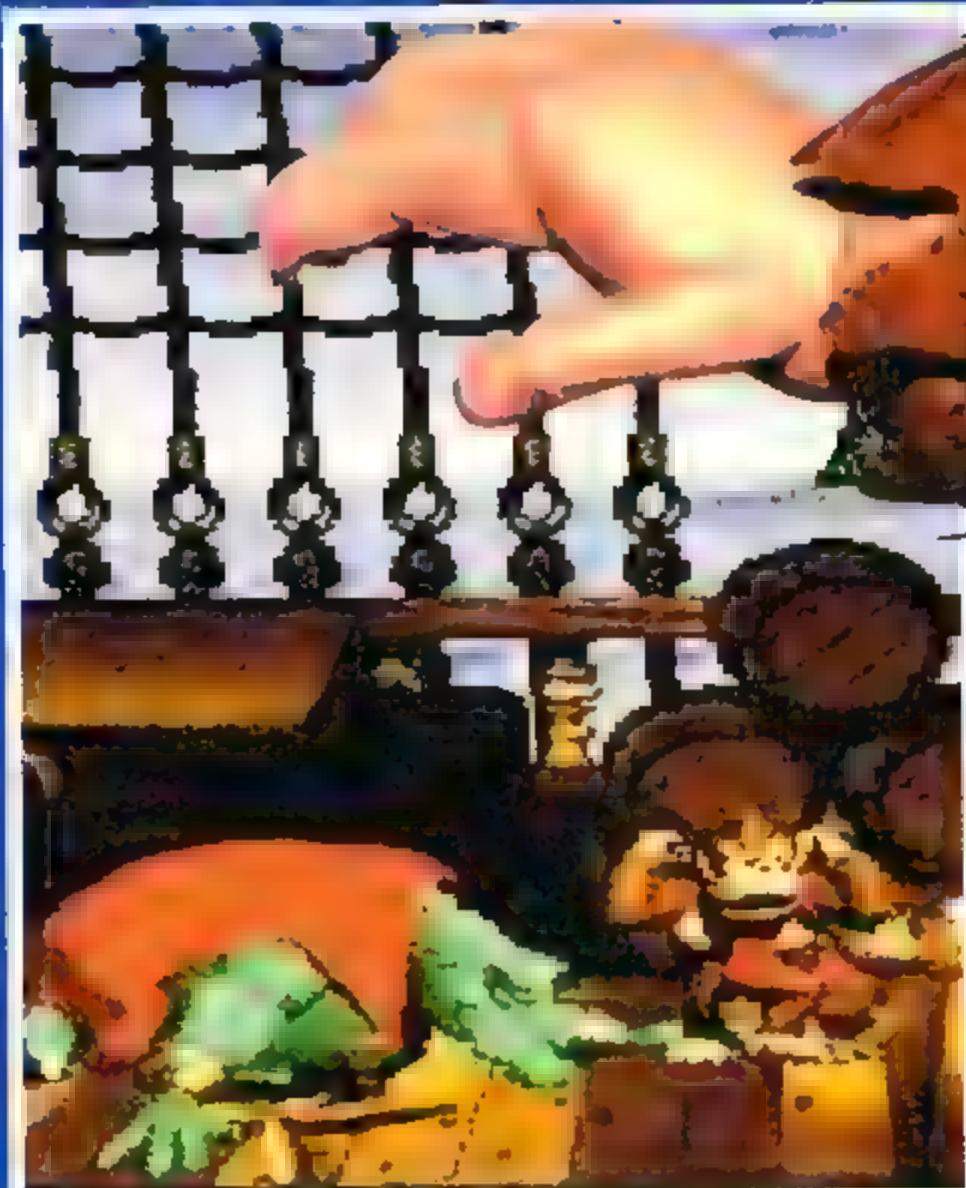


2. After annoying him, he runs after you. Just run away and then jump over his head, ready to jump on his again.

DONKEY KONG COUNTRY TIPS



3. He repeats this three times, running at you an extra time as you bounce on his head. Then he drops cannonballs on you from above. Again, three times.



4. Now don't think he's dead, 'cos he's just faking it. Stay close to him as he'll jump after you.

When he gets to the end of the screen he'll throw his crown so jump on him. He does this three times as well so make sure you're ready.

FINGERS ON THE BUTTONS

PICK ITEMS UP

CHANGE KONGS

CHANGE DIRECTIONS

JUMP

RUN FASTER



WIN A
YEAR'S
TOTAL!
SUBSCRIPTION

Yep, we reckon we've got the whole game covered here, but no doubt there are plenty more cheats and tips out there. The first five original useful cheats sent in will earn the tipsters a year's subscription to TOTAL!

Send your entries to:
DKC COMPO, TOTAL!, 30 MONMOUTH STREET, BATH, BA1 2BW.

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MEAN MACHINE

A unique blend of speed and strategy make this a rally game to beat all others. Definitely no stick-in-the-mud!

PC ZONE

Rage

WISDOM

YOU'LL KNOW WHEN IT'S TIME...

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TROY AIKMAN FOOTBALL

Troy Aikman – is it a sack for a loss of 15 yards, or a 99 yard kickoff return for a touchdown? Only Thicky Dyer can talk like this.

Troy Aikman is an American hero. He's the Dallas Cowboys' winner of the Superbowl for the last two years, he's been voted the League's and Superbowl's Most Valuable Player, and he's the highest paid player in American Football history.

A good man to hang a license on, in America anyway. But the question is being begged – why use it to turn out a turkey? Of course all American football games have one standard by which to be measured, namely John Madden Football ('94 is



ONE
TROY
SONY
MADDEN
ETBA
TBA



Fumble! Sack the Quarterback! End Zone!



Get the running back! Touchdown! Cheerleaders!



You see, I know all my American footy lingo!

PLOYS
Very poor graphics, shoddy game-play

carrier five yards forward. I tackled a running back from the side, on my own five yard line and he skidded into the End Zone for a touchdown as a result. Grr.

If you're into American Football, there's still only one option – John Madden '94. Don't be allured by the Troy Aikman licence, this is awful and deserves to be sacked in its own End Zone for a safety.

ANDY

Hey That's A Good Idea

Buried within this pile of poo, quite well hidden in fact, are some nice ideas.

For example:

1. Design your own plays

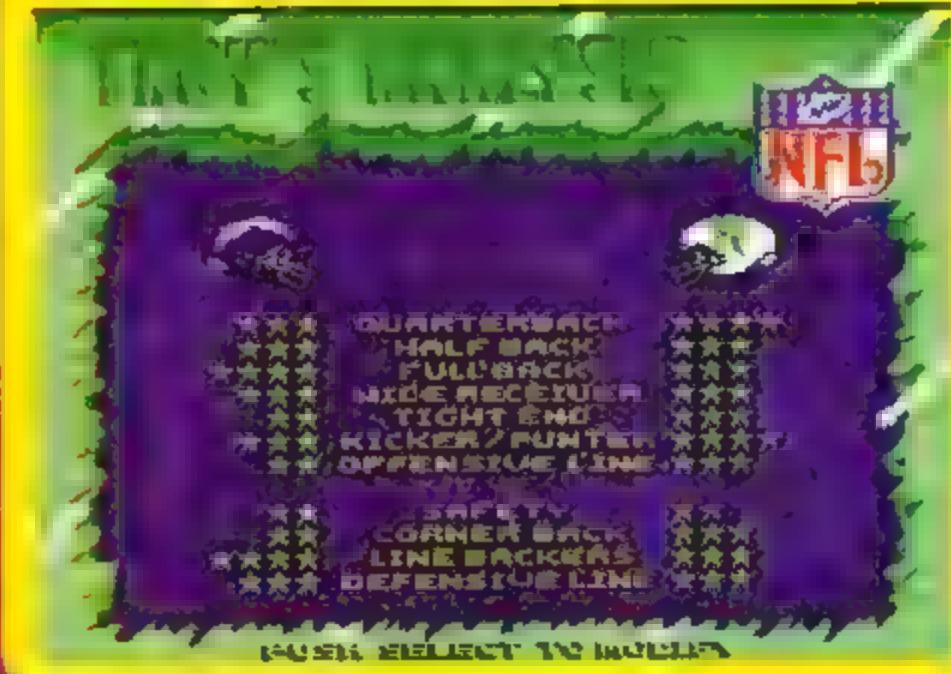
Out of the 57 Offensive plays that you can choose from, three are user-definable, allowing you to become a bit of a football coach. Nice idea.

2. Play options

If your running back is a receiver on a passing play, you can choose to pitch it to him for a run instead of going for the pass by simply pressing X instead of B. Useful if the Defense is geared up for a passing play.

3. Stats

Stats are great. You may think they're boring, but you're wrong. Half the fun of American football is looking through lists of numbers afterwards to find out how many 3rd downs you converted, or what was your rushing yard total.



GRAPHICS

Truly awful visuals. The crowd looks more like an early Jackson Pollack.

4

SOUNDS

Average sound quality with quite tedious music and passable sound effects.

5

GAMEPLAY

It's based on the *Madden* approach it manages to fall well short of the mark.

4

LIFESPAN

Playing just one game is a tedious chore, so why prolong the agony?

3

TOTAL JUDGEMENT

"About the only people who might want this are Troy Aikman fans who like the picture on the box. And they're clearly mad."

TOTAL SCORE

42

THE ADVENTURES OF MIGHTY MAX

Andy Dyer puts his cap on back to front and realises he looks even sadder than Atko so, erm, he takes it off again. Right, so Mighty Max, then.

Refreshingly, Sony had sense enough not to churn out yet another standard platformer, but have instead produced a platformer with a few novel twists.

The aim of the game is very straightforward and never changes from one level to the next (so it's a bit repetitive). You have to leap around each level collecting a predetermined number of special objects, usually two on practice level and three on normal level. You then take each object to the magic portal thingy and dump it there. When all the items are accounted for you leap through the portal and move on to the next level. Easy.

But it's not really that easy as it happens. Because of the way the levels are structured it's

PLAYERS:
1-2
FROM:
SONY/
OCEAN
PRICE:
£TBA
RELEASE:
TBA



Place your item on one side of the see-saw then chuck a rock onto the other end.

the devil's own job to actually reach your goal. What you have to do is use the various springs, see-saws, switches, magnets and moving platforms to manoeuvre the item towards the portal. It's tricky and time consuming (the levels are huge) but it's not impossibly tricky so right from the start you become hooked and can't leave it alone until you've finished another level. The trouble is, a good few hours on practise mode and you've finished

Our advice? Well, play on normal mode right from the start, this gives a considerably more challenging game. Also there's a rather neat split screen two-player mode in which you both help each other so that extends the life span even further. It's a shame the game isn't the biggest ever, but what's here is very neat, a little different and just plain fun.

ANDY

T!

Look at the top of the screen and you'll see a balloon. Thrilling.

TOTAL!
SNES REVIEW

Just chuck the collected items into the portals. It's as simple as that.

Not that brilliant. There's variety, but none of it is shockingly well-drawn

7

The soundtrack's a bit Status Quo but at least it's loud and lively. Effects are fine too

8

A little different and very addictive. And the two-player game adds a lot of fun

8

Aw, never mind. It's a bit on the small side but the two-player mode helps quite a bit

6

"Surprisingly good. Apart from the limited life span this is a very entertaining game indeed. Er, well done those lovely chaps and chappesses at Sony"

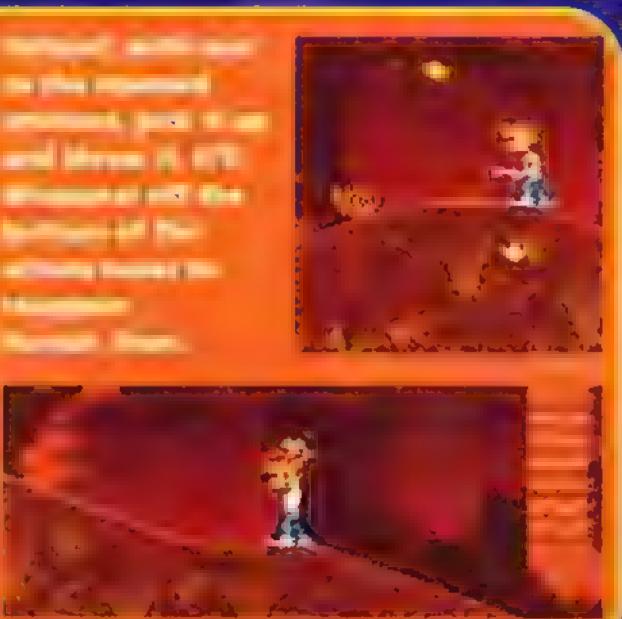
81

TOTAL! TACTIX

Clear The Docks

When you first play, you'll die very quickly. There are so many enemies whizzing around you'll wonder how on earth it's possible to survive. The answer is simple.

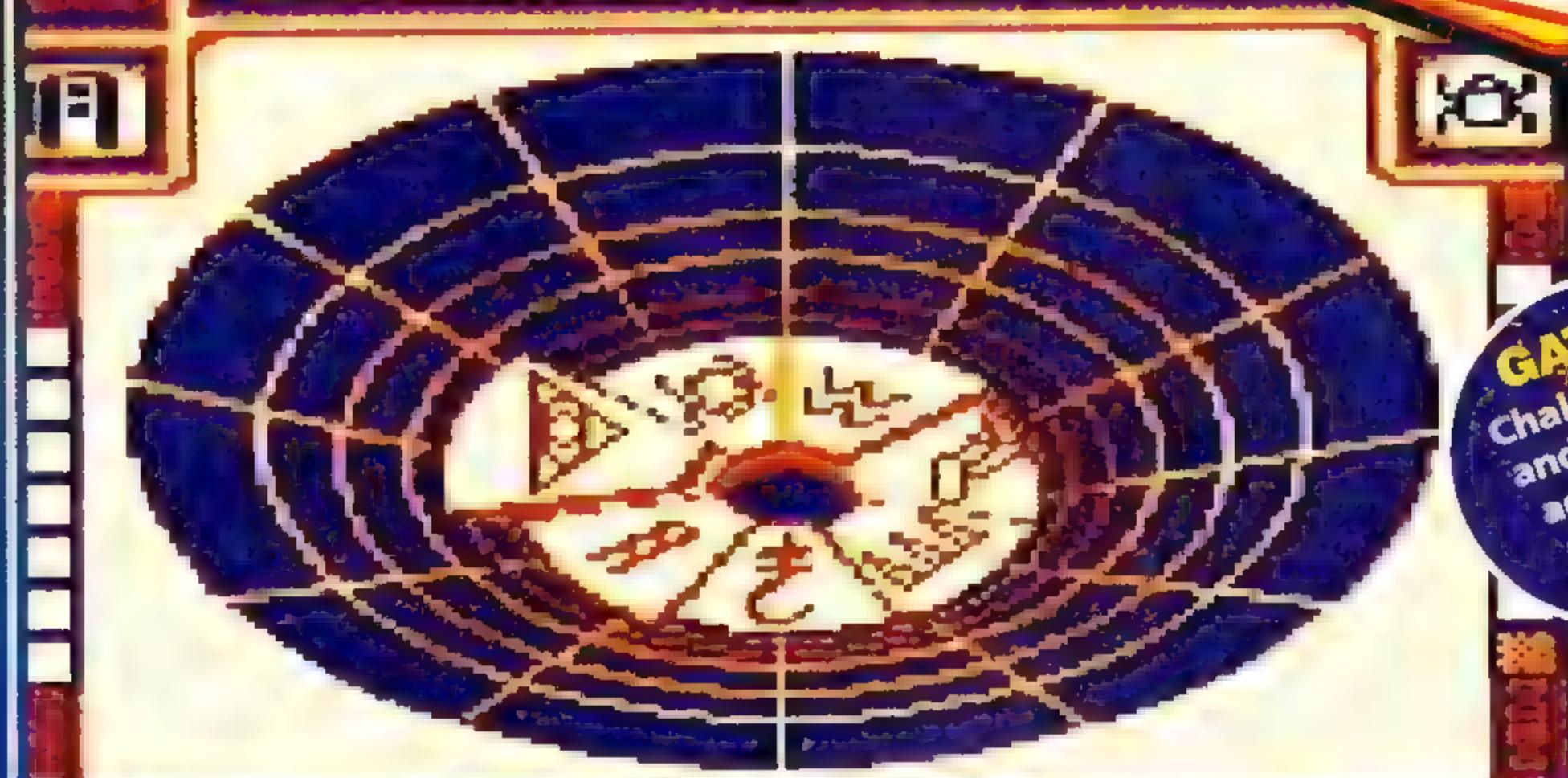
Now this might sound obvious, but all you



STAR

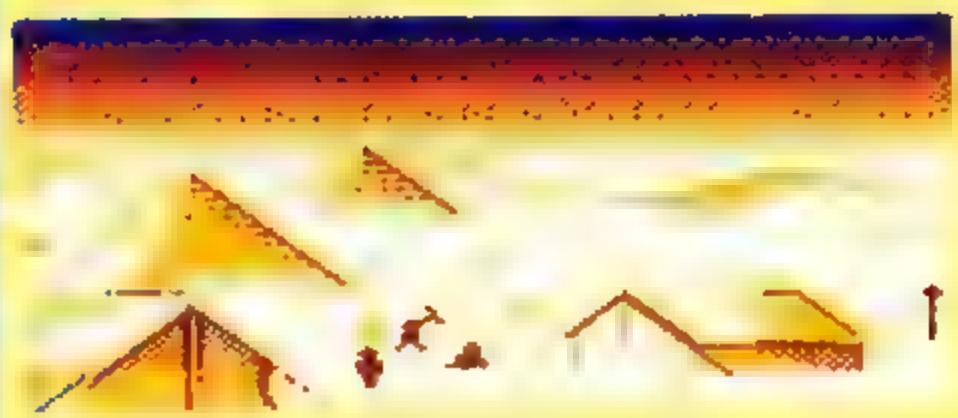
STAR

TOTAL! GAME BOY REVIEW



even if the icons falling aren't in the bar at the top of the screen you'll want to stack them three high just to get rid of them. Clever, clever. Always thinking!

WHAT'S IT ALL ABOUT, THEN?



In Garza, Egypt 1928 Professor Langford has discovered a strange quartz ring in a dig site near the pyramids. The hieroglyphic markings have remained a mystery for over half a century.



Present day. Daniel Jackson deciphers the hieroglyphics which read: A million light years into the sky is Ra, Sun God. Sealed and buried for all time is his... Stargate.



The army have discovered that the Stargate is a doorway to another Star System controlled by Ra. Daniel must go through with the

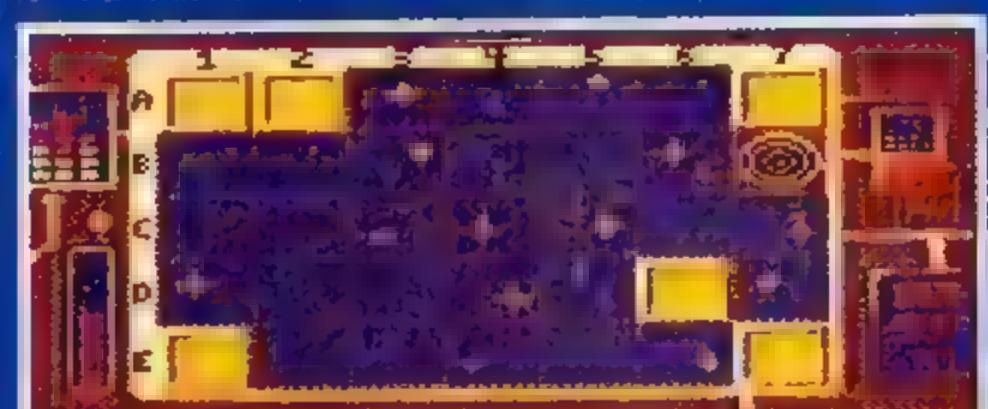
troops to shut it down and protect earth. Some bad geezer volunteers to take on Daniel and open the Stargate before he can close it. Ra warns this geezer that if he fails it'll be curtains. Okay?



GATES
Challenging and bloody addictive, make no mistake

Atko thought that a Stargate was the entrance to the playboy mansion. Oh alright he didn't but we thought it was a good attempt at a joke.

You've seen the smash-hit, yet critically panned film. You've probably read the preview to the top SNES platform shoot-em-up on page 18. Well now we have the Game Boy version of Stargate and my-oh-my it's some



RA WILL CHOOSE A STARGATE.

"A great addition to your puzzle games collection"

JOSSE SAYS...

It's about time we had a decent new puzzle game for the Game Boy. In recent months only *L.U.C.L.E.* has come close to satisfying the lust of us hard-core puzzle fans. *Stargate* is better than that and unless you haven't got the mighty *Tetris* in your collection I suggest you this immediately.



STARGATE

thing different again. A puzzle game! Would you believe it?

Unlike the SNES version, you take on the role of Daniel Jackson, played in the film by James Spader. In three different game modes you must unlock the Stargate to prevent the evil Ra from conquering the universe. Still a bit baffled? Well check out the 'What's it all about then?' box down to the left.

Stargate can best be described as a kind of a 3D Super Puyo Puyo. Your primary aim is to match up hieroglyphic icons in groups of three corresponding with the icon bar at the top of the screen. In Skill mode this process continues until you're bricks reach the top of the screen and in two-player and Battle mode until you've cleared all the icons in the icon bar. Once you've mastered this initial strategy several others may be employed (see 'Strategy' box below).

Graphically this is clear enough and scrolls very well, but apart from the jazzy intro screens it's all a bit samey. Then again, name a puzzle game with graphic variety. In the gameplay department, one session and you'll be hooked. Link up with a friend (in my case I could only find Josse) and it'll take a crowbar to separate you.

Overall Stargate is a thoughtful, intelligent puzzler that will take years to crack and even then will still have a lot of shelf-life left in the link-up mode. If Tetris is wearing a bit thin, give Stargate a whirr.

RATINGS
Initially difficult to get your head round.

ATKO

ISN'T THAT A WOK?



1. This icon shows which tile is coming next. Keep an eye on it.

2. This is the Stargate code. Clear that and you're home and dry.

3. This icon shows which tile will be coming after the next one.

4. This piece may be rotated to reveal another icon or simply dropped.

TOTAL! TACTIX

Stargate Strategies



Left: Drop three tiles on top of each other to clear one icon from the top row. Or...

Below: Lay the tiles on the bottom of the wok-like bowl in the correct order and you've completed the game quickly and easily. But believe me, it's no easy task.



GRAPHICS

Like most puzzle games the graphics are functional but don't boast much in the way of variety

8

SOUNDS

Better than your average but not catchy enough to prevent Josse from shouting "Turn it off!"

8

GAMEPLAY

Once you've worked out exactly what's going on this is a joy to play. Controls are similar to Tetris

9

LIFESPAN

With three game modes and two difficulty settings this should last you a long, long time

8

TOTAL! JUDGEMENT

"The Game Boy needed another decent puzzler and Stargate fits the bill with ease. Expand your brain and solve the mystery of the pyramids"

TOTAL! SCORE

85

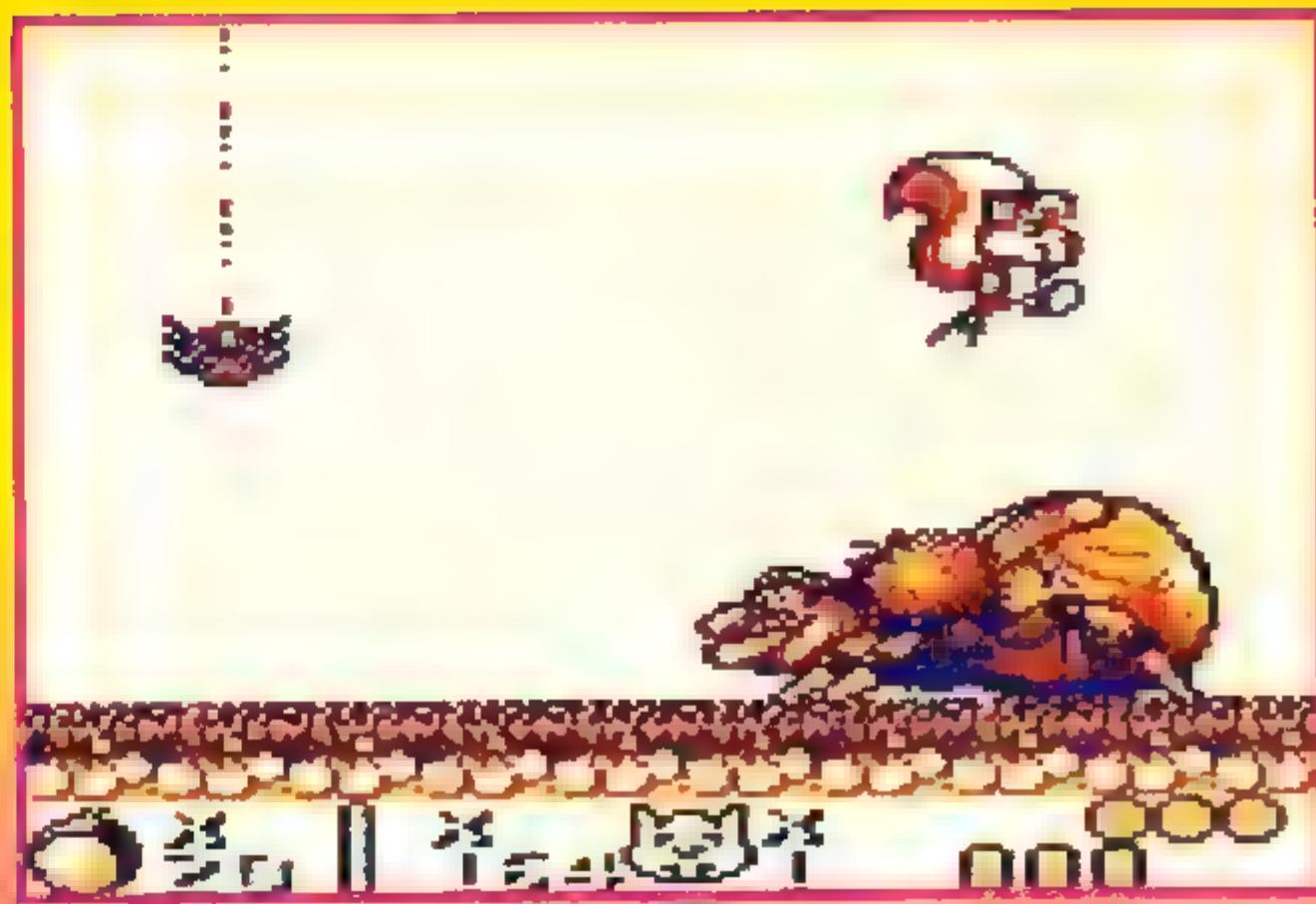


Watch out for the clown mice. They're er, micey



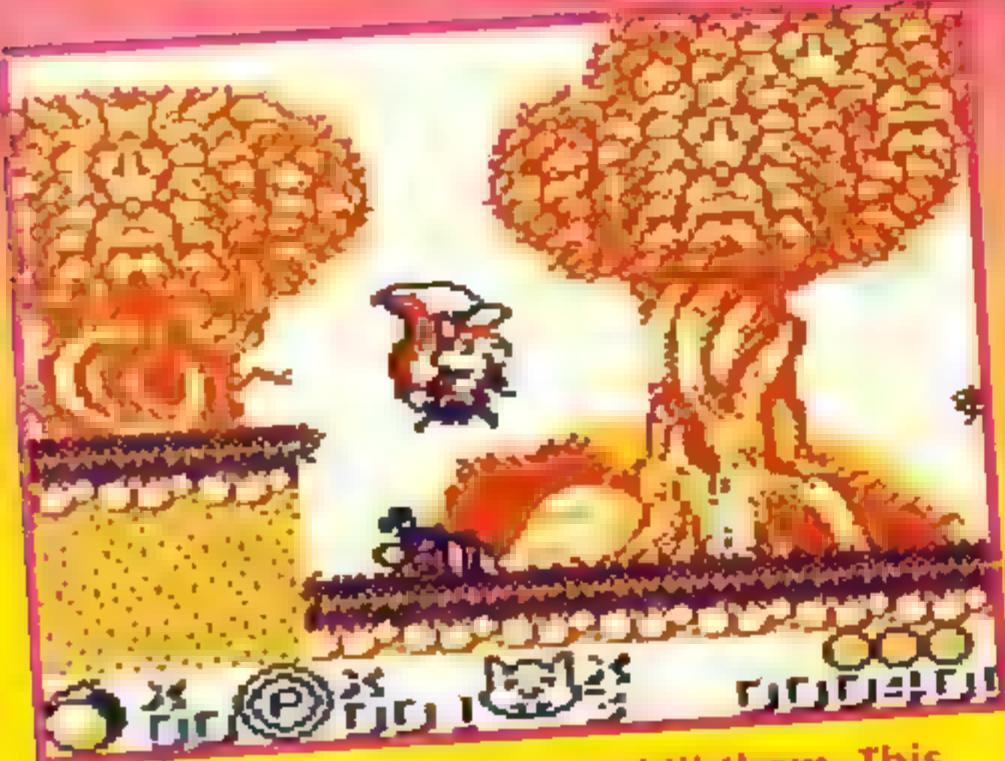
Did you know that eskimos have three ears?

About that Eskimo thing...
it was a lie.
They actually
only have one
ear. Here's a
big spider.



"At last!" cried Andy triumphantly and he playfully leapt from branch to branch, "I've discovered where a squirrel keeps his nuts!"

MR NUTZ



Bounce on the creatures to kill them. This worm takes three bounces incidentally.



PLAYERS:
ONE
FROM
OCEAN
PRICE:
£27.99
RELEASE:
OUT NOW



This is the first half of the map. It appears before each level. Erm, that's it.



Two more screenshots from this ground-breaking new example of originality.



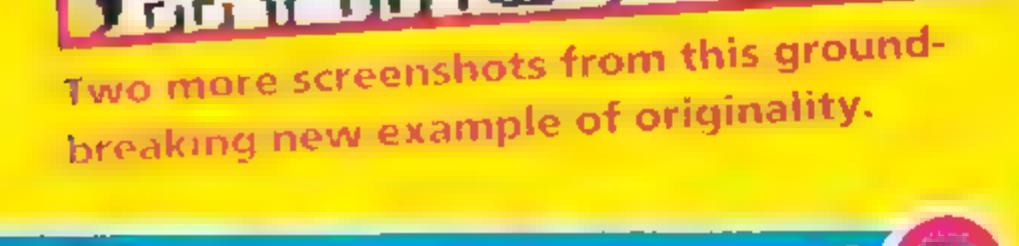
Two more screenshots from this ground-breaking new example of originality.



Two more screenshots from this ground-breaking new example of originality.



Two more screenshots from this ground-breaking new example of originality.



Two more screenshots from this ground-breaking new example of originality.

Despite what the title may suggest, Mr Nutz is not a variation on the Viz character Buster Gonad theme but a game about a cute little squirrel whose parents saw fit to name him after his favourite food. Presumably you're all expecting me to go into great detail about who he is, what he's up to and why he has to try to get through several levels of hazard-infested platform-riddled scenery. Well I won't.

And the reason is because there's really nothing new to add. Why the furry little fart even exists in the first place is beyond me. Let's face it, you could replace the little guy with a blob which has the words "Platform Character" written on it and it would achieve much the same result. That's a point, you could also change the names of the levels to, erm, "Block World" and then, instead of drawing lots of different backdrops you could just have plain blocks. Much easier. Then, you could leave out all the enemies and replace them with little squares that say "Monster" on them with bigger squares at the end of each world which move in set

patterns and have "Boss" written on them. Yes, this is great. Then, you could leave out all the coins and power-ups and instead just replenish the main blob's energy every once in a while, it would amount to the same wouldn't it? And that way the programmer's job would be made a lot easier and there would be no reason to employ expensive graphic artists so the game could be cheaper, yes?

Trouble is it doesn't work that way does it? The public (that's you) wouldn't buy it. In fact neither would we. We'd all just say "This is crap, it's all full of blocks!". So instead we have a decent platform game (oh didn't I mention that? It is actually good fun) with yet another cute character, yet more predictable worlds containing oh-so-familiar levels, yet more unoriginal traps 'n' tricks and gameplay that could quite easily have been lifted directly from a few dozen other titles. Have I made my point clear enough?





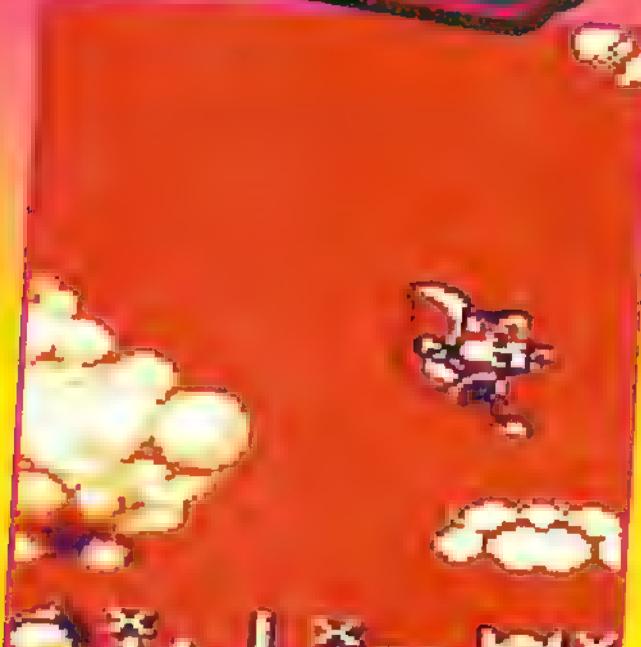
On look. The other half of the map. It's much the same as the first half only it contains the rest of the levels. Riveting stuff this, isn't it?

"Andy's already said this bit."

ATKO PROBABLY SAYS...

If you're the sort of nerd who doesn't want any originality in your games whatsoever, give it a shot. Alternatively you could just spend your hard earned cash on another copy of a game you've already got then squint a bit.

TOTAL! SNES REVIEW



Jump, Mr Nutz. Jump like... well, like Sonic, Mario, Cool Spot, Bubsy... whoever.

Mr Nutz is jolly good fun, it looks nice, it plays nice. So I guess the bottom line is that if you're the sort of nerd who doesn't want any originality in your games whatsoever, give it a shot. Alternatively you could just spend your hard earned cash on another copy of a game you've already got then squint a bit. And just to hammer the point home Atko will be repeating this paragraph word for word in the "Atko says..." box.

ANDY



God only knows what this thing is but it fires a pickaxe at you so it's probably best avoided.

GRAPHICS

Pretty smart actually. The animation is 'nice' and the scenery is fairly well detailed

8

SOUNDS

Irksome tunes and predictable whooping jumpy sounds. The joy of platformers eh?

6

GAMEPLAY

Fairly slick and jolly but it's a tad bland and there could have been a few restart points

7

LIFESPAN

It's tough and big enough so it should last you a fair old while. If you like this sort of thing

8

TOTAL! JUDGEMENT

"It's a fine example of the tried, trusted and somewhat tired platform genre... blah, blah, blah. If you like that sort of thing... blah, blah, blah"

TOTAL! SCORE

72



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**CONTAINS PLATFORM AND
STUNNING MODE 7 LEVELS**

BC KID 2



PLAYERS:
ONE
FROM:
VIRGIN/
HUDSONSOFT
PRICE:
£TBA
RELEASE
NOW

Our Josse was a tiny baby with a huge head once. But times have changed. Haven't they?

same as all the others? What makes you think that just because the baby's head flashes or grows for no apparent reason just because he accidentally collects a power-up that this game is going to be a laugh? I don't know, but that's what we've got here.

"Don't bother, get Aladdin or something"

SALLY SAYS...

I went out to America recently on a holiday and saw this same game advertised as Bonk - in fact the sequel, *Bonk's Revenge* is just coming out over there. So if you see either of these games in an importers don't bother getting them 'cos they're just BC Kid 2, which isn't very good.



Collect the faces and avoid the octopuses. Or should that be 'octopi'?

Yep, everything works alright. The collision detection's well sorted (in fact it's pretty tight in some places making it fairly testing), the graphics are clear if blocky and unadventurous, the levels are well-sized and there are a fair few secret bits (like very simple one-on-one fights and spells in jail) to keep you on the look out.

There are octopus baddies who surprise you once by splitting into two babies and nipping at your bitmapped heels, and baddies who follow you across the ceilings (you grip on to walls, ceilings and pillars with your huge gob. Novel?)

Yeah, great - it's those dandy little touches that make a game, right? Well, yeah, it's alright except it's all a bit dull and slow (except for the occasional power-up) and you've seen it all before only better.

JOSSE



Get the power-up and BC Kid's head goes bonkers and he runs around quickly. Hmn.



It all looks good but simply doesn't have the depth of the SNES version.

TOTAL!
GAME BOY REVIEW

KIDS
A few decent moves, the graphics are simple and clear



BC Kid has super strong jaws to hang onto pillars and ceilings.

SKIDS
Lacks the depth and we've seen it all before. Only better

Simple and clear, nothing too ambitious but at least you can see what's going on

7

The music's quite annoying and as far as I could tell there's no option to turn it off

4

The neat touches are matched by the flaws - stopping to headbutt baddies, etc

7

Amusing and playable but not testing or exciting. It'll keep you out of trouble for a bit

6

"Playable and well put together, but not different enough to so many other Game Boy platformers. Interesting, but not that interesting"

TOTAL!
SCORE
70



If you had any idea how much this boy's made from his 'talent' you'd cry. Lots and lots.

THE PAGEMASTER

Sally loves nothing more than to play a constant stream of platformers. Well, since she had her lobotomy, anyway...

Games: funny things aren't they? Designed to amuse and entertain, they brighten up our spare time with their glowing excellence – or they would in the ideal world. It's well known, though, that we don't live in an ideal world, but hey, here's another platform game.

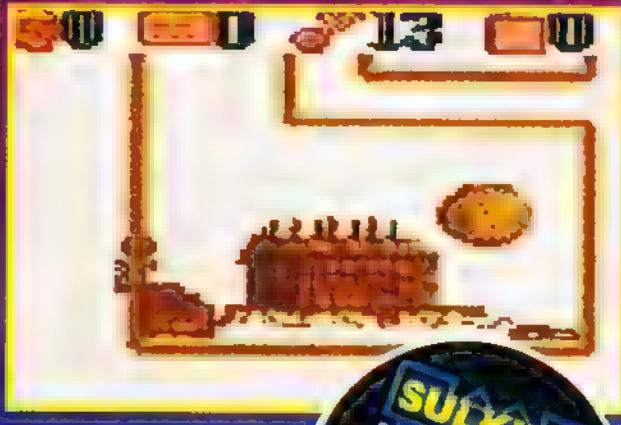
The *Pagemaster* wouldn't fit into this ideal world if it had a gold invitation card and was related to the 'bloke on the door'. It would stand outside

"There're plenty better platformers around"

ATKO SAYS...
Well just take a look at what I said for the SNES version and substitute Game Boy for 'SNES'. Oh, and for *Donkey Kong Country*, erm, simply insert the name of a decent Game Boy platformer. Simple! I thank you and goodbye.



PLAYERS:
ONE
FROM:
VIRGIN
PRICE:
£TBA
RELEASE
NOW



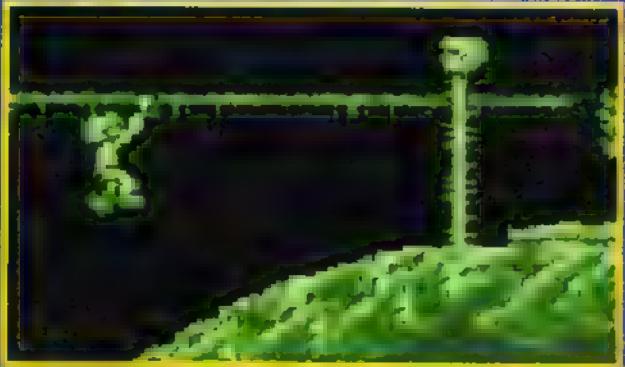
Fancy state-of-the-art graphics abound in *The Pagemaster*.

trying to get in saying things like "Yeah, it's alright, I'm a mate of Dave's" or "What? I'm not on the guest list? The drummer's me best mate."

The film – which should be irritating your senses around about now – stars the 'delightful', 'cute' Macaulay Culkin who must surely have got up everybody's nose by now, and considering the plot's all about a boy who enters a magical world through the aid of a book at his local library, the game's obviously a platformer, and a largely dull one at that.

There's an almost infinite list of platformers available for the Game Boy (and you all know which ones the good ones are). The *Pagemaster*, however, lasts about as long as the boy Culkin's charm. **SALLY**

You may wish that Macaulay would fall to a gory big death, but that would be cruel.



CULKIN'S
Some nice graphics, slightly varied levels

SULKIN'S
Another decidedly average platformer. Not much fun



Since when has a library card ever been worthy of a wow?



OPINION

The *Pagemaster*'s graphics definitely fall into the 'seen it all before' category

6

It's a Game Boy, you're bound to get something that sounds like a cheap music box

5

Frustrating and dull. Although it's fun to watch Culkin get his face smashed right in

6

It's unlikely that you'll still be playing this when you eventually get to see the film

5

"Another day, another platformer. We've seen it all before. You know which are the good ones; buy those and make a reviewer happy"

TOTAL SCORE

62



After the apocalypse, only three things will survive. **Giant robot ants**, next generation video games and **Ultimate Future Games**. Everything else will be buried under the rubble of the **console war**. **Sega**, **Sony** and **Nintendo** will all be battling it out in **1995**, **Ultimate** is here to guide you through the flak and give you the **hottest info** on the **hottest games**.



2

In the fab Feb issue: **PlayStation**
Ridge Racer, Virtua Fighter on the
Saturn, 3DO Samurai Shodown,
Dark Forces for the PC. Plus,
Nintendo's Virtual Boy, Saturn
vs PlayStation verdict, win a **32X!!!**

Ultimate
Future Games

3

And to top it all, a **brilliant free**
thing. It's a high quality, larger
than life **poster supplement**
detailing all the best video game art!
You'd be a snivelling insect to miss it!.
On sale January 12th.

KICK OFF 3

EUROPEAN



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KNOW

THE COOL

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EURO CUP AND
THE WORLD CUP

KICKS OFF
NOVEMBER 26th

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MEGA DRIVE £44.95

If you want a game that you play all season and
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a game with staying power a game that never tires...

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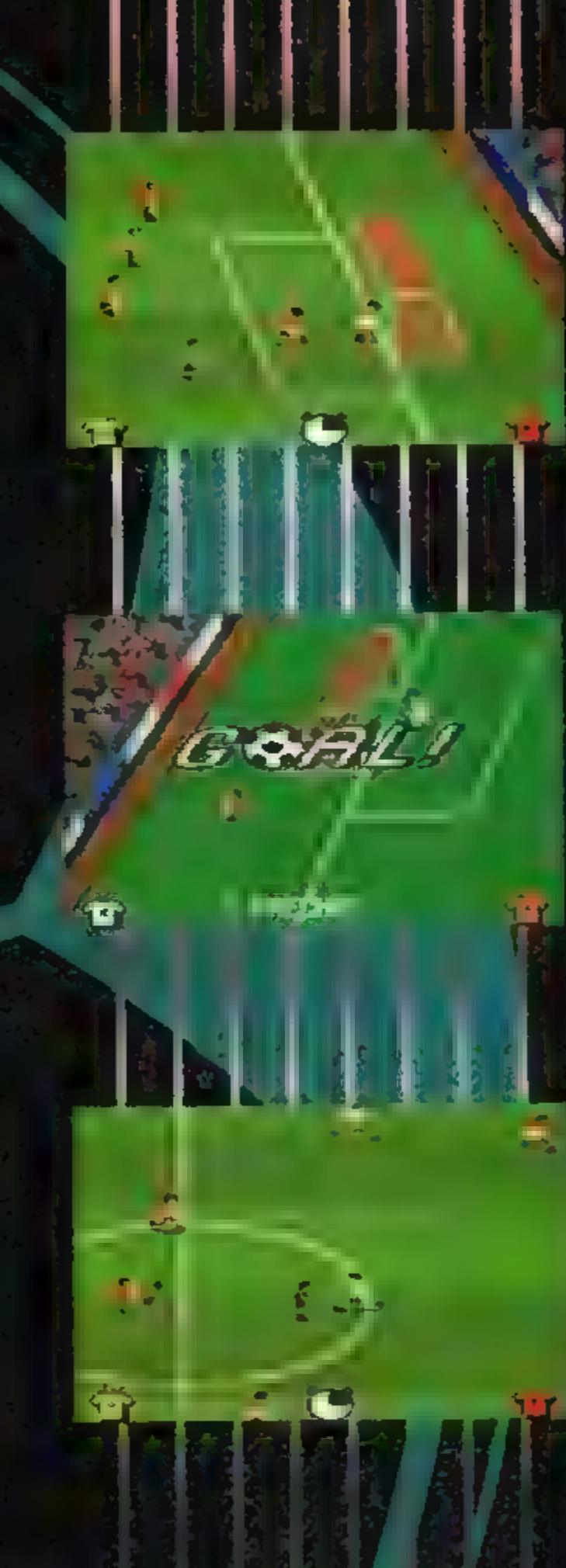
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24 of the World's best international sides
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15 Euro league and cup challenges.

Only ONE winner!

It scored 96% in CVG - you know it's kickin'!



MEGA DRIVE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

KICK OFF 3

by Vic Tokai European, Tokai House, 9 Duncan Close, Moulton Park,
Northampton NN3 6WL Tel: 0604 67415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

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ANCO



VIC TOKAI

MONSTER TRUCK WARS

A lot of people gag at the size of Andy Dyer's knobbly knobs! (Naaa! Stop it! I meant the ones on his Monster Truck)



PLAYERS: ONE
FROM: SONY
PRICE: £24.99
RELEASE: OUT NOW

ROCKIN'
GAME BOY REVIEW

Predator

PREDATOR

Select your truck.
(Left/Right/A/Start)

This is where you choose your vehicles.
No expense spared on the graphics eh?



This is the start of a race. Prepare yourself for some intensely dull, frustrating gaming.



Here's where you can either repair or upgrade your monster truck if you want.



At any point you can check for damage.



Location: Philadelphia, PA.

Here's America with only one town on it.

Sometimes something very rare indeed happens. A game comes along, quite unexpectedly. A game which the developer has decided not to promote at all. A game with no hype whatsoever. And yet, to the amazement of everyone it turns out to be a complete stunner.

However, as I said it's very rare so rather predictably *Monster Trucks* has turned up and it stinks. Anyone who's played *Micro Machines* will be familiar with the Monster Truck against-the-clock bonus sections. Well this game is just like an expanded version of that. The difference is that the smooth controls have been replaced by unresponsive awkward ones, the friendly way you could bounce off the obstacles has been replaced by a system in which it's quite possible to find yourself stuck to a barrier for no

adequate reason, and of course, you don't have the variety of vehicles and courses that were found in *Micro Machines*. Sorry to keep carping on about *Micro Machines*. Had

TRUCKERS
A nice idea.
The graphics
are okay-ish

this been a polished Monster Truck simulation the comparison wouldn't have been necessary. However, as the only positive thing you can say about this shambles is that "It's a bit like that bonus section out of *Micro Machines*" my repetitive arguments were unavoidable.

Our condolences go out to all those who bought the game in the pre-Christmas rush and would warn the rest of you that this is abominable beyond measure and should be ignored. Utterly.

ANDY



GRAPHICS

It's a top-down racer and as such doesn't look that awful. It ain't that good either.

7

SOUNDS

Poop soundtracks and an equally bland series of effects to accompany them.

6

GAMEPLAY

Were it not for Game Boy Gallery this might be the worst game ever.

3

LIFESPAN

Fairly challenging but only because it's so awful. This is definitely one to be missed.

3

TOTAL! JUDGEMENT

"Awkward controls, and dull gameplay make it one of the smelliest racing games of all time. It would be funny if it, er, wasn't."

21

TOTAL! SCORE

"How very unpleasant"



JOSSE SAYS...
NOOOO! Sorry, I refuse to comment. I'm going on holiday. I refuse point blank to give any alternatives today thank you. I have far better things to do than comment on how awful this is, especially when you could be playing something decent like *Micro Machines*... doh!

(Verse One)
So when the days turn into the last day of the week, I can say, I have been on my SNES every day, and in the night, I was dreaming of playing the Game Boy, tears of sadness, 'cause the Nintendo system will die, will die.

(Chorus)

(Verse two)

How can I, get through days when I can't get my SNES, I can try, but when I do I see Mario and I cry, sob sob sob, soob sob. Our face was as wet as the sea. I can vow, I am proud that I've never touched a Sega.

(Chorus)

(Verse three)

And if SNES's ever fell one by one from the sky, I know Sega could not be too far behind. Cause baby these Nintendos are unbelievable, cause honey these kind of Nintendo's are the kind that come from way up there.

(Out of this world)

(Chorus)

Paul Leslie & Simon Dow, Tayside

Dear Paul & Simon,
The rhyming is a bit suspect but apart from that not a bad effort. You said at the bottom of your letter that you'd like a copy of *Lethal Enforcers* for your trouble. We'll you can't blag freebies as easily as that. If you doctor the lyrics to another song, include the whole TOTAL! team and send it to us at the usual address we'll print it in a couple of months and send you our copy of the cart. Fair enough?

Josse

THE IRISH ARE BONKERS

Dear TOTAL!

Greetings from the green, green grass of Ireland. Can you please tell me why there aren't any decent Irish games mags on the market? Also if the rumour that there's to be a *Power Rangers* game is true can you please come around and beat me with a stuffed German Shepherd so I won't see it. Yours whatever.

Richard McBride, County Clare

Dear Andy

Please tell Frank that my friend Grant is fat as well. You're not alone, Frank.

Lee Foot, Plymouth

Dear Lee

I'm certain that Frank is fatter. That's why we had to kill him!

Andy

Dear Andy

I've heard that *Doom* may be coming out on the SNES. Is this true and if so, when?

Paul Hewitt, Derby

Dear Paul

There were plans for a SNES release of *Doom* but Williams are now developing

the definitive version for the Ultra 64, packed with plenty of updates. Instead, Andy

Dear Andy

Will Atko be investigating the CES in Las Vegas next year?
Martin Turner, Topsham

Dear Martin

Atko will indeed have his investigator's hat on in Vegas and we'll be publishing the case in March. Let's hope Johnny goes with him.

Andy

Dear Andy

About three years ago I

dropped a couple of TOTAL! issues and was planning to sell them in the future. I could make some cash but have decided to burn two copies and keep the other one for myself. So a big raspberry to anyone out there desperate for one.

Ace Davies, Wales

Dear Ace

We've got a stack of TOTAL! issue one in the basement and will give a couple away to the first two readers who send in a fitting punishment for this terrible crime. Remember, 'Ace', we know where you live.

Andy



Johnny's Crayon Corner

Registration number
Johnny's Crayon Corner
posting this month
Mmm... not a lot I'll tell
you about every pic that
we're publishing and
receives a free thing to
be sure to put your full
name and address



Dennis Lee is
aged nine
and from
Surrey. Nicely
rendered pic.
Dennis, but I
don't
remember
seeing those
faint lines
running
through the
game!

WEIRD PLACES I'VE PLAYED MY GAME BOY No:32

WIN A
GAME BOY
CART!

Dear Richard

Not only aren't there any decent Irish games mags on the market, there aren't any at all as far as we know (somebody please tell us if we're wrong).

As for the *Power Rangers* game, there are two and they're both utterly cack (the SNES version scored what was, at the time, the lowest TOTAL! score of all time... just 5%). What you do with a German Shepherd is your own business. You blinkin' weirdo!

Josse



NAME: Kam Yip Man

AGE: 13

FROM: Harlow

Kam sent in this rare picture of Donkey Kong playing *Wario Land* while having a pooh. You could do with some new carpet in your bathroom, Kam, but instead we'll send you a copy of *Space Invaders* for your Game Boy. You would have got a better game, but that's cruelty to gorillas.

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The following three pages contain hot Nintendo secrets from some of the best gamers in the country. Want to join the **TOTAL!** hall of fame? Okay then, simply send your best tips, cheats, and codes to: **TOTAL! Tactix**, **TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW**. If you want to get the best out of your games, **READ ON!**



SUPER SPACE INVADERS

Dean Young from Bury sent in this top tip which allows you to amass a whopping score on *Super Space Invaders*. After firing 22 shots on any level stop firing and wait for the space ship to come on screen. Shoot it with your next shot to get the maximum 300 points. Now count a further 14 shots and wait again for another 300 point space ship. Repeat this process on every new screen for a stonking great score. Cheers Dean!



Not only has Ricardo Visininho got a stupid name, he's got a stupid cheat for *Super Mario Land II*. To start a short limited silent demo press, DOWN and SELECT together, RIGHT and SELECT together and UP and DOWN together. What a rubbish cheat!

SNES TACTIX

DESERT STRIKE

This brilliant top down tactical blaster is a swine to complete so it's about time we got a decent cheat in. Use the following code to get ten helicopters instead of three.

'BS9JS27. Thanks to Christian-Arild Strømme from Norway for that.



SNES TACTIX

AXELAY

Peter Hetherington from Camberwell sent us in the following top cheat for *Axelay* on the SNES. To become invincible, start the game as normal and press PAUSE. Now de-select PAUSE, wait a second and press SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A, X, and de-select PAUSE.



SNES TACTIX

TURN AND BURN

That top bloke James Bleakney from Kilkeel has sent us all the level codes for this great shoot-'em-up. Good one James, keep 'em coming.

Level 02 NQBJKLFF
Level 03 GSZWBFPF
Level 04 RRHCZJVM
Level 05 BPYXDLNF
Level 06 LFMGWTKO
Level 07 PQTBCZNJ
Level 08 DKUWGSQK
Level 09 GKQZBLCT
Level 10 DCMHRPFJ
Level 11 WZGNJYZX
Level 12 JDZFMLFV
Level 13 SOBCTRRG
Level 14 SPWVJKDH
Level 15 LPKGBPFZ



SNES TACTIX

STUNT RACE FX

is this the best racing game of the year or what? We certainly think so. At any point in the game press L, R and Select. This will access a new diagonal viewpoint which makes the game so bloody hard that we reckon it's thoroughly impossible (good eh?). Thanks a lot to top tipster Marc Stolworthy from good old Exeter.



GB TACTIX

WARIO LAND

When you have completed Rice Beach go back to the double exit. Swim over the first door and enter the secret level which contains loads of lives and coins. According to TOTALI's friend Christopher Tonnelly from Seaham it does anyway.



SNES TACTIX

STUNT RACE FX

Yet another Stunt Race FX tip, this time from Stuart Newman our regular tipster from London. On Battletrax you can race as or against the computer. On the starting grid don't press anything on your pad for a couple of seconds and the car will start automatically. If you want to race against it play using the other pad. If you want to be sneaky and thrash a friend just pretend to be pressing the pad.



Send all your questions, problems, codes and bags of money to: Q & A, TOTALI, 30 Monmouth Street, Bath, Avon BA1 2BW

Q Is there any way of making Super Castlevania IV on the SNES any harder? I've finished it and now I'm bored stupid.

Thomas Brown, Wales

A There is indeed a way and it goes a little like this. Using the key provided enter the following password.

X = Blank Box	H = Heart		
A = Axe	B = Bottle		
HAXB	AXXH	XAXX	XHXX

Q I know you think that Power Rangers is a bit pap but could you please print the level codes for us unfortunates who bought it?

Garry Tibbs, Braintree

A Well of course we can, we feel very sorry for you. Here they are:

Level 01	3847	Level 02	5113
Level 03	3904	Level 04	1970
Level 05	8624	Level 06	2596
Bonus 01	0411	Bonus 02	1007
Bonus 03	1212		

Q I'm having loads of trouble with The Blues Brothers for the SNES. Have you got any cheats to make it easier?

Marko, near London

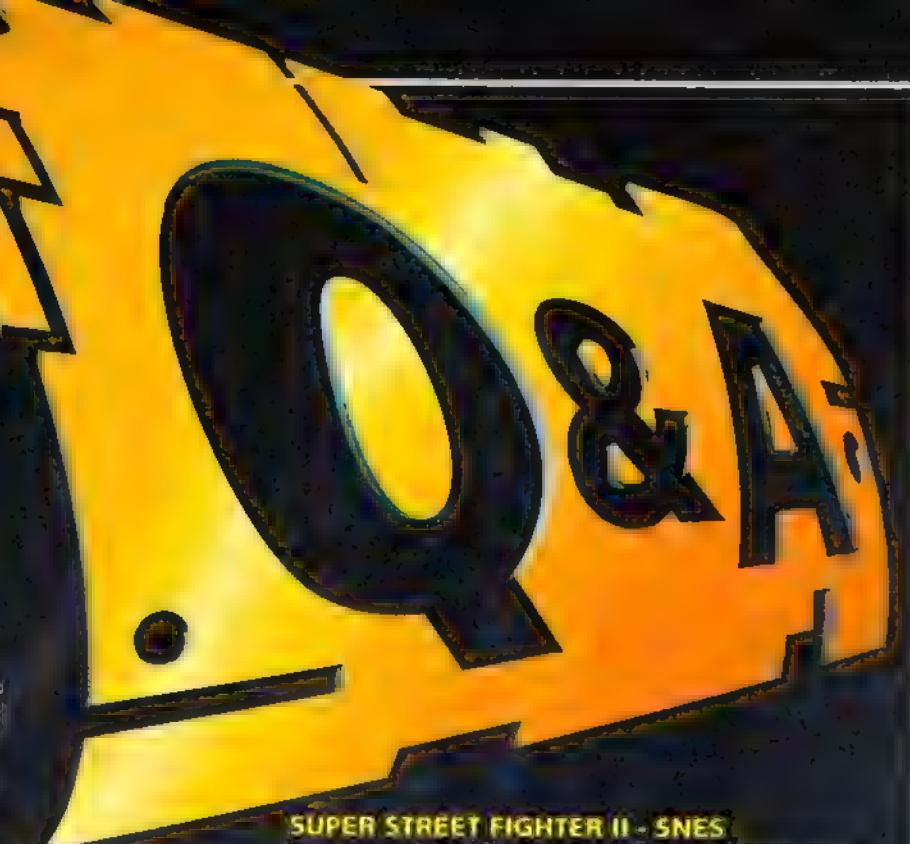
A Collect the 11 lives at the Denver concert and then kill yourself. Repeat this until you have the maximum 99 lives. That should make things a bit easier.

Cheat Cart Codes

We do our best to collect all the most useful and up-to-date codes around. If the codes you need to get the best from your game aren't here try calling the Nintendo hotlines. They are open until 5:30pm. Advice about Super NES on (0782) 745990, Game Boy on (0782) 745991 and NES on (0782) 745992.

CHAOS ENGINE - SNES

7E00901A	Infinite lives for player one
7E00921A	Infinite lives for player two
7E40FF06	Special powers for player one
7E417406	Special powers for player two
7E40F041	Infinite vitality for player one
7E416555	Infinite vitality for player two



SUPER STREET FIGHTER II - SNES

7E053190	Unlimited energy for player one
7E05EA00	Special moves in mid-air for player one
7E05D002	Player one only needs to win one round
7E05D300	Autofire for player one
7E059C01	Extra Turbo speed for player one
7E059B01	Player one is invisible
7E053430	Super high jump for player one
7E00BF10	No background
7E06A701	Easy fireballs for player one

FLINTSTONES - SNES

7E1CF203	Infinite lives
7E1B9402	Move until you switch Action
7E1CE802	Replay off
7E1CCE1B	Infinite energy

GODZILLA - GB

00F09FE6E	Infinite lives
00S16D19E	Infinite energy
016E9FE62	Start with two lives
096E9FE62	Start with ten lives
08838FA2A	Godzilla loses half of his energy with the first hit

NEMESIS - GB

01020BCE	Permanent double ghost
010280C0	Infinite lives
010300CE	Permanent top speed
01030CCE	Permanent shields

DEFENDER OF THE CROWN - NES

0005D7FF	Always have 255 gold pieces
000593FF	Always have 255 soldiers
00059FFF	Always have 255 catapults
000599FF	Always have 255 Knights
00051130	Unlimited energy when fighting
00064706	Unlimited boulders
00064502	Unlimited Greek fire

This is the section that takes so long. Weeks of painstaking work culminate in one of us sitting down and typing in a load of codes.

BEST OF THE BEST - SNES

828DD409	Infinite special moves
DFC36D69	Start with one special move
D6C36D69	Start with eight special moves
BAC36F69	No special moves for player two
D4C30DAD	Player one can play with any boxer
DCC30FDD	Less strength
DCC30F0D	Less resistance
DCC30F6D	Less reflexes
743C0FDD	More strength

TOTAL! SOLUTIONS

The **TOTAL!** team have
spoilt all your favourite
games by tipping them!

Alfred Chicken	GB	19-23
Alien 3	GB	18
Bart Vs the Space Mutants	NES	12
Batman	NES	6
Battle Of Olympus	NES	9
Battle Of Olympus	GB	22
Castlevania II	NES	10
Cybernator	SNES	22
Defender of the Crown	NES	4
Digger T Rock	NES	6-7
Dizzy	NES	19-22
Dragon's Lair	NES	10
Dr Franken	GB	15
Duck Tails	GB	7
Faxanadu	NES	17
Flashback	SNES	27-28
Fortified Zone	GB	5
Gargoyle's Quest	GB	13-14
Little Nemo	NES	11-12
Maniac Mansion	NES	4-7
Mega Man III	NES	22
Mortal Kombat	SNES	21
Mystic Quest	GB	30-31
Prince of Persia	GB	10-12
Probector	GB	16
Probector	NES	16
Probector II	NES	20
Rad Gravity	NES	18
Rainbow Island	NES	13-15
Rescue of Princes Blobette	GB	4
Robocop	NES	3
R-Type	GB	3
Shadowgate	NES	4
Skyblazer	SNES	29
Smash Tennis	SNES	34
Solstice	NES	3
Star Wars	NES	6-9
Star Wing	SNES	19
Street Fighter II Turbo	SNES	21
Stunt Race FX	SNES	35
Super Mario Bros	NES	23
Super Mario Bros	SNES	23
Super Mario Bros 2	NES	4-5, 24
Super Mario Bros 3	NES	2-3
Super Mario Bros 3	SNES	25
Super Mario: The Lost Levels	SNES	26
Super Mario Land	GB	1-2
Super Mario Land 2	GB	17
Super Mario World	SNES	7-12
Super Metroid	SNES	31-3
Super Smash TV	SNES	13
Super Probector	SNES	16
Super Star Wars	SNES	20
Super Street Fighter II	SNES	34
Teenage Mutant Hero Turtles	NES	1-2
Terminator 2	GB	6
Wolfenstein	GB	30-31
Zelda	NES	8
Zelda	SNES	14-17
Zelda II	NES	9
Zelda IV	GB	24-29

SNES

TACTIX

SUPER MARIO WORLD

Peter Hewitt from Derby has found a method of obtaining 99 lives on *Super Mario World* for the SNES. Go to the Forest Of Illusion, pass through the halfway point and cut the tape. Go right, kill the turtle and when the multi-power-block is a mushroom, jump on it. Now wait until it turns into the flashing star and collect it. This will make you invincible. Go right and kill every enemy which will give you 20 lives by the time the invincibility has run out. Now press START and SELECT and repeat the process until you have a maximum total of 99 lives. Not at all bad!



SNES

SUPER STAR WARS

This is the best of the SNES trilogy and probably the hardest as well. Not any more! On the fifth level when you get to the second pit (the one with the falling blocks), walk off the edge and keep your finger on the left button. You should fall into a cave. Shoot around and several lives will appear. Keep doing this until you have all the lives you want. Thanks goes out to Lee Hawkins who faxed that one to us.



GODS - SNES

1DE731E8	Shield lasts until end of level at least
C269C1EB	Infinite lives
A28435EC	Items you can afford in shop are free
DF3C4073	Start with two lives
D93C4073	Start with six lives
DB3C4073	Start with ten lives

ASTERIX - SNES

002-85D-E66	Start with one life
042-85D E66	Start with five lives
092-85D-E66	Start with ten lives
F06-DCD-6E9	Infinite lives
002-CAD-E66	Start first life with no energy wings
042-CAD-E66	Start first life with four energy wings
F06-D7D-6E9	No loss of stars when you die
009-6FD-2A2	Infinite time

MEGA MAN 3

00B-CCF-E6D	Infinite lives
02C-CFF-E66	Start with two lives
05C-CFF-E66	Start with five lives
09C-CFF-E66	Start with nine lives

JURASSIC PARK - SNES

GZUXXKVS	Infinite ammo
GZEULOKV	Infinite lives
AVEGPOSA	Immune to most attacks
PAVPAGZE	Small dinosaurs give more bullets
PAVPAGZA	Small dinosaurs give less bullets
EEXASANE +	Small dinosaurs give three balls
EEUXANE	Small dinosaurs give multi-shots
OEXASANE +	Small dinosaurs give armour
QUEAXANE	Piercing shot
XEXAXSANE +	
XEUAXANE	

KICK OFF - SNES

ZTUSIPPL	Slow down game timer
APUSIPPU	Speed up game timer

CYBERNATOR - SNES

C2344F0D	Infinite energy
CD3F1406	Energy chip is worth more
62BF17AF	Start with lasers
62BF17DF	Start with homing missiles
62B4176F	Start with napalm bombs
F7BD176F	View the successful ending without having to win the game
	We like that one lots!



SUPER NES GAMES

• NEW GAME

ACTRAISER 2	40.99	JURASSIC PARK 2	42.99	SUPER MARIO KART	33.99	DONKEY KONG '94 (SG)	19.99	DUCK TALES 2	24.99
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BEAUTY AND THE BEAST	40.99	MARIO IS MISSING	19.99	TELSTAR 100% COMBAT	42.99	KIRBY'S DREAMLAND	14.99	FLINTSTONES (THE MOVIE)	22.99
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MICKEY MANIA

TIPS

LEVEL FIVE

Jack And The Beanstalk



1. Start off by heading right. You might as well kill those butterflies while you're at it.



2. The beetles can't be killed. Don't bother trying, eh?



3. The seeds are easiest to avoid if you stand near the stalk of the plant. don't forget to pick up the extra hits between the last plants.



4. Push the apple to the right ad use it as a step ladder to the rest of the level.

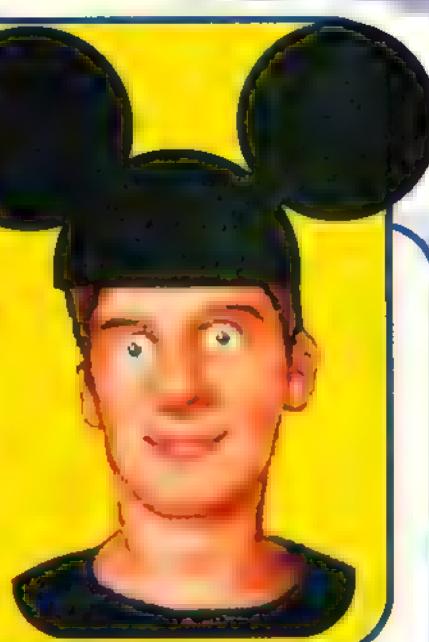


5. Push it to the right to water it and once it's grown shove it as far left as it'll go before jumping from it to the mushrooms on the left and up onto the tree.



6. Duck down when you get on the floating leaf but be ready to jump to the next one quickly.

It's unusual for **TOTAL!** to run a player's guide to a platformer, but when we reviewed *Mickey Mania* two months ago we had such a good time that we wanted to make sure you did as well. Here goes then, with the final part of our *Mickey Mania* walkthrough...



7. When you come across these little pods, don't panic. When they drop either jump onto them, if you're on a level surface, or check briefly and continue under the bouncing bug if you're heading up a slope.



8. To the far right you'll find this switch which opens the hatch you passed over earlier.



9. Go left until the lights come on and then run right immediately.



10. All you have to do for this bit is jump on the lady-bird and hang on.



11. To get up these steps you need to jump onto the large brown seeds until a plant grows.



12. To get up the big rope you have to jump from strand to strand.



13. The big pots conceal extra hits, both underneath and in the top.



14. Don't let the beetle's antics phase you. Just wait for your moment ad move on.



15. Walk up to mickey and he'll fly off, which means you've finished the level.



LEVEL SIX

The Prince And The Pauper



1. When you get to these stairs they disappear. Don't panic. Kill the stoat and grab the goodies before heading back the way you came.



2. Push the chest to the left and jump up onto the platform above the entrance and on to the chandelier. Get it swinging by moving from left to right with the swing and continue to the right.



3. Flick the switch at the top of the stairs.



4. You'll need to bounce on this book to get up onto the bookcase.



5. Jump on the left hand book and as it reaches the bottom jump quickly onto the pile, the other book and the bookcase.



6. The guards can only be killed by missiles, but you can bounce on them unharmed.



7. Once you've found Pauper mickey go back left under the stairs.



8. Once you're here, simply push the jug to get up onto the tables.



9. Now make your way up and flick the switch.



10. Remember, fire's a bad thing so be sure to avoid it.



11. As soon as you get into this room jump on the pump to blow the ring up and hop on.



12. Jump on the platform but watch for when it heads to a spike. Don't panic and it's easy.



13. Don't hang about on these platforms or you'll come to a sticky end.



14. And don't hang about here either, unless you want to be crushed.



15. When the spikes withdraw to the ceiling and floor run like hell until you're out the other side.



16. Here you need to push the rock onto the switch to keep the magic platform handy.



17. The tower's tricky but can be done. When you see a barrel coming get to a large platform and wait for it.



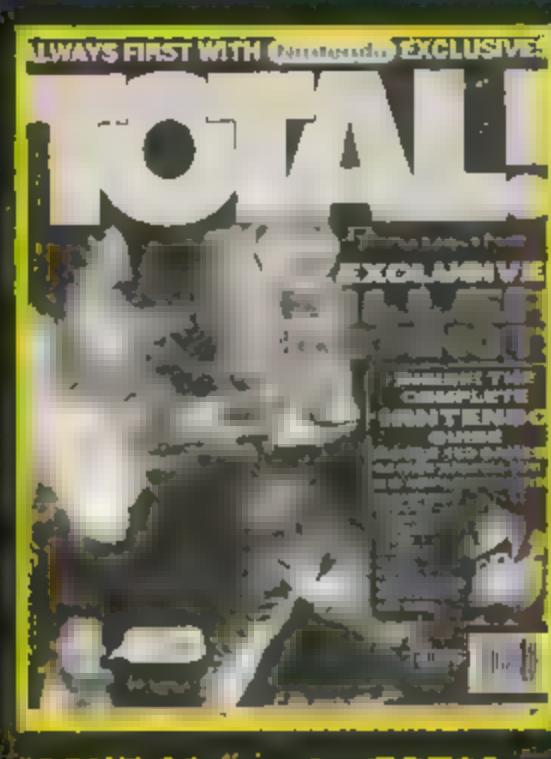
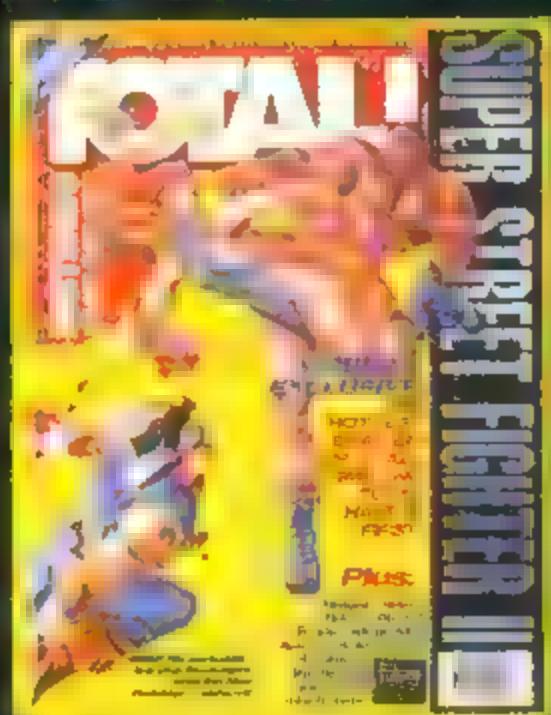
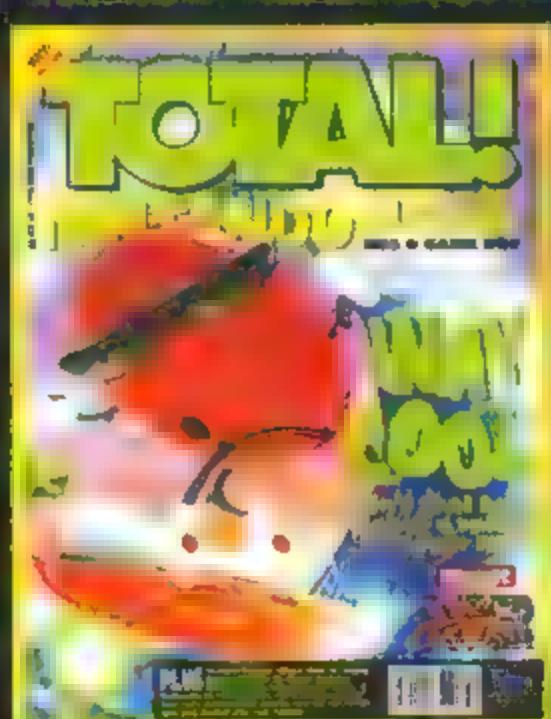
18. This is a straight race against time. Don't forget that the barrels are platforms too.

Big Pete

Big Pete is one of the three bosses but you can never directly harm him so stay out of the way.

1. When he jumps Pete causes steel balls and a spiked platform to fall to the ground. Avoid the balls and roll the platform to the right where it will land next time he jumps.

2. Next a large ball and chain and switches descend from the ceiling. To get to the switch you need to jump to Pete's sword as soon as it has the ball. Keep swapping sides and get to the corners when it's easier to dodge the increased number of falling balls and you should see him off!



TOTAL!

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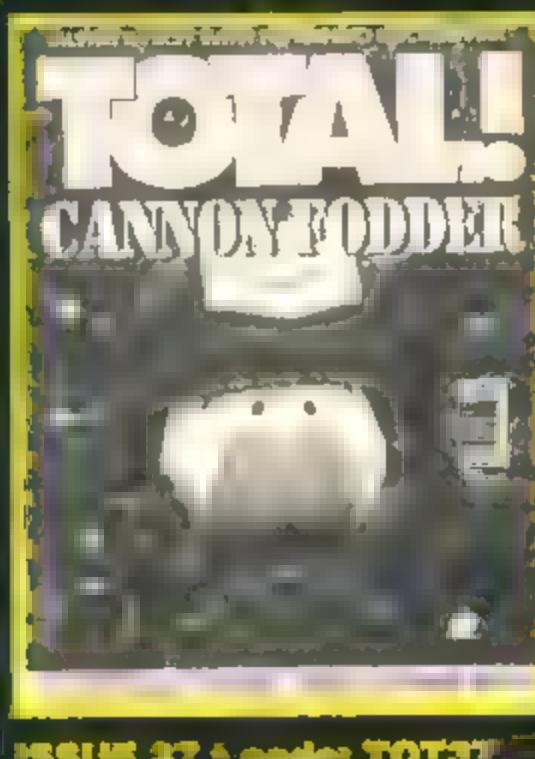
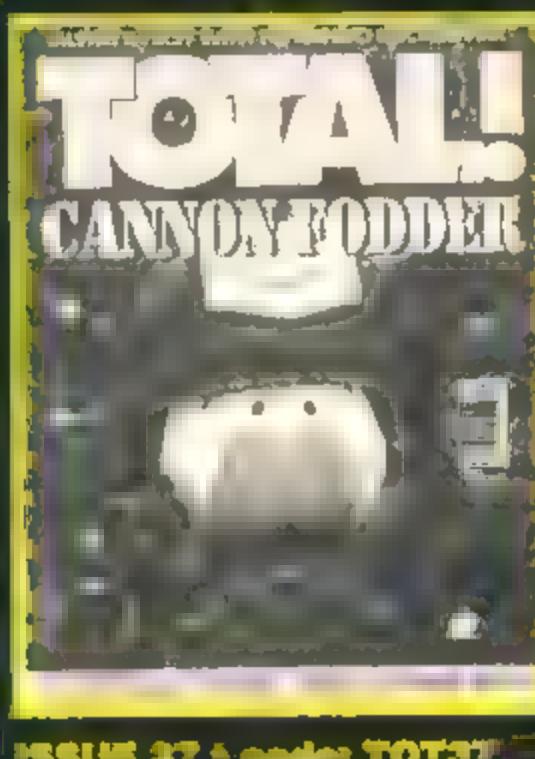
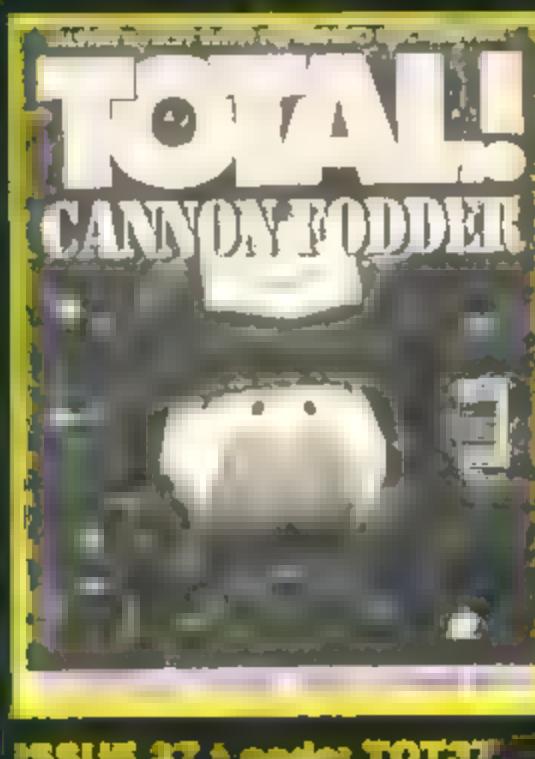
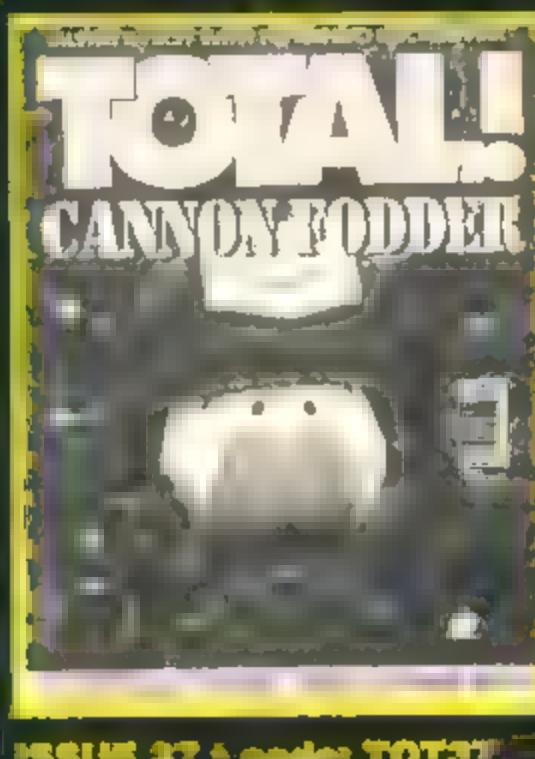
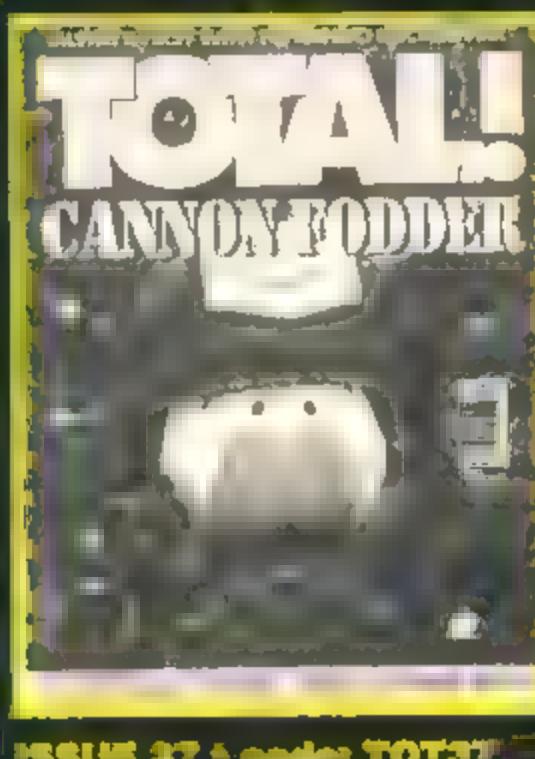
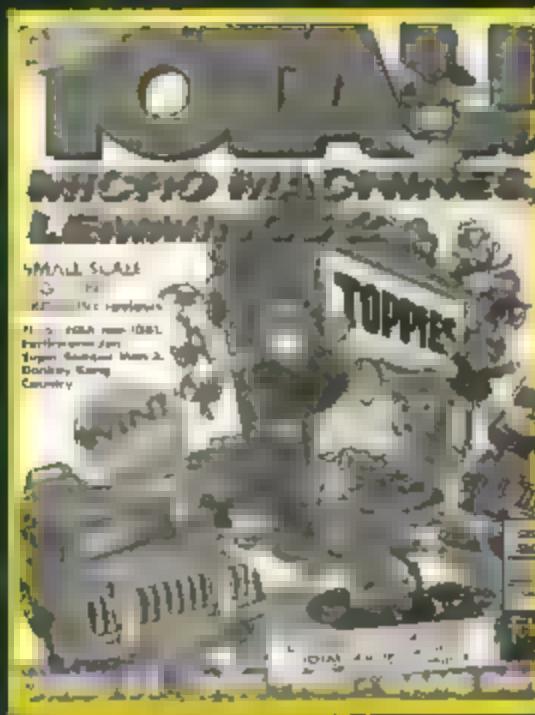
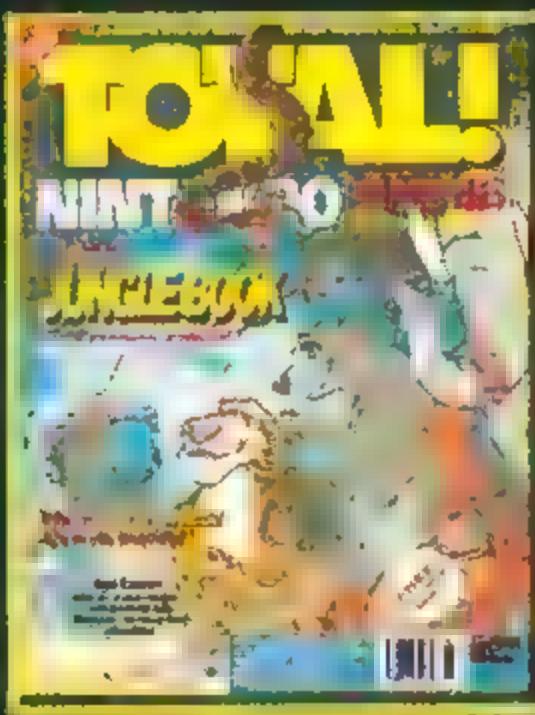
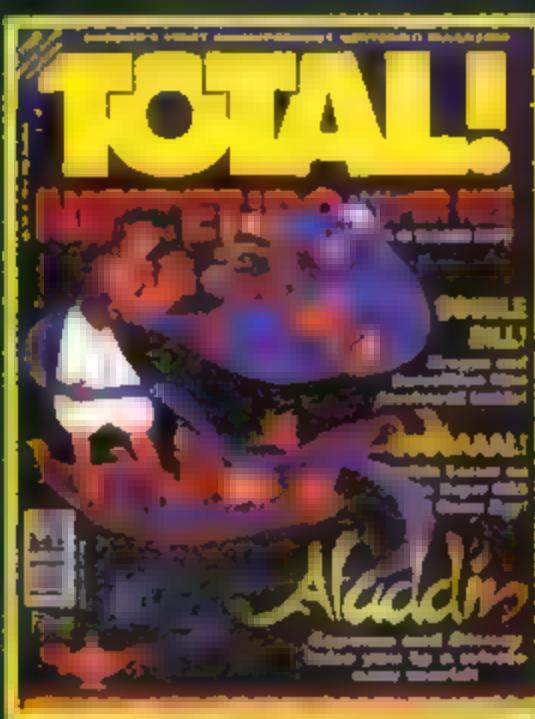
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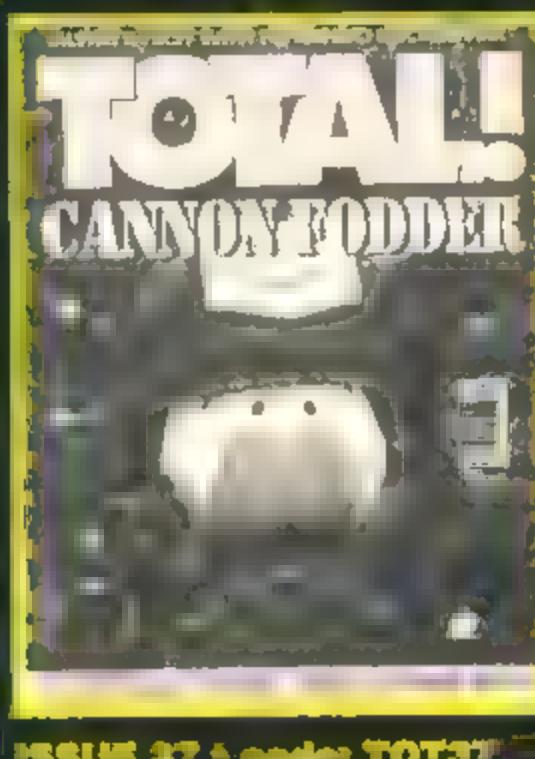
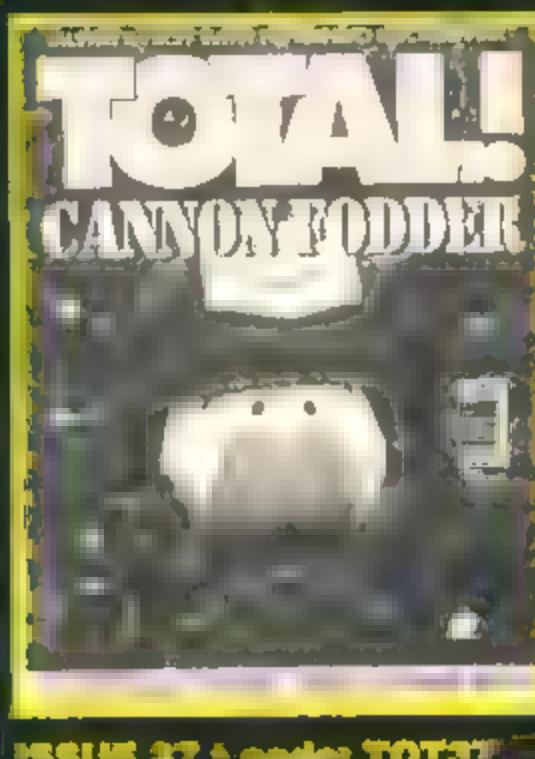
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● Game Boy for sale with 15 games, link lead, adaptor, light boy, 3 large cartridge cases, carry case. £195 the lot, or £10 a game.
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Super R-Type and Blazing Skies £15 each. Monopoly for Game Boy and Robot Rob for NES wanted. Will swap or buy.
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● NES for sale, 2 pads, Zapper, 5 games boxed as new + all leads. £80 ono.

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● Lethal Enforcers for sale (UK) £35 with box, gun and instruction booklet. Or swap for Mortal Kombat 2. Phone Bob!

Tel: 0181 530 7232

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● SNES, 16 games including FIFA, Zombies, Ft, Street Fighter 2, Rock 'N' Roll Racing, Zelda, 2 controllers. Excellent condition. £275 ono.

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● For sale: UK SNES – Super Mario World pack plus Starwing, Pilotwings, Desert Strike and Wing Commander – The Secret Missions. Can be sold separately or as one complete pack. All boxed with instructions. Call John

Tel: 0171 237 4775

● NES, Zapper, 2 controllers, Game Genie, 8 games – will sell separately. Includes Mario 3, Protector 2, Double Dragon 3, Wrestlemania Challenge, Turtles, Little Nemo, Airwolf and Gumshoe. £10 per game, Game Genie £10, Zapper £10, for everything £90. All in excellent condition, boxed with instructions.

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● SNES games – Cool Spot, Bubsy, Super Tennis and Star Wars (£20 each). Zelda, Equinox, Mega Man X, Sky Blazer (£25 each). Super Metroid (£35). Wing Commander (£15). Rainbow Bell (£15).

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● I want to swap my Alien³ or both Starwing and UN Squadron for Super Empire Strikes Back, or will buy for £20-30. Ask for Martyn.

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Wanted

● Wanted – Metroid for the NES. Must be in perfect condition with instructions. Name the price.

Tel: 01734 421796

● **Wanted – Super Nintendos and Game Boys and games. Good prices paid. Phone Paul.**

Tel: 01122 723011

● Urgently needed!!! Super Bomber Man (UK or USA). If you have it, call and ask for Robert! PS: buying price £20.

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● Wanted – MP-3 TV Tuner for the Amstrad CPC monitor. Good price paid. Please ring.

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● Hi. I'm looking for a female pen pal. I like most sports and I am 13. I'll try to reply to everyone who writes. Photo if possible.

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● Hi! Chris here. I'm 13 and want pen pals, m/f about 10-15. I like 2 Unlimited, Red Dwarf and Megazone Laser Games. See ya!

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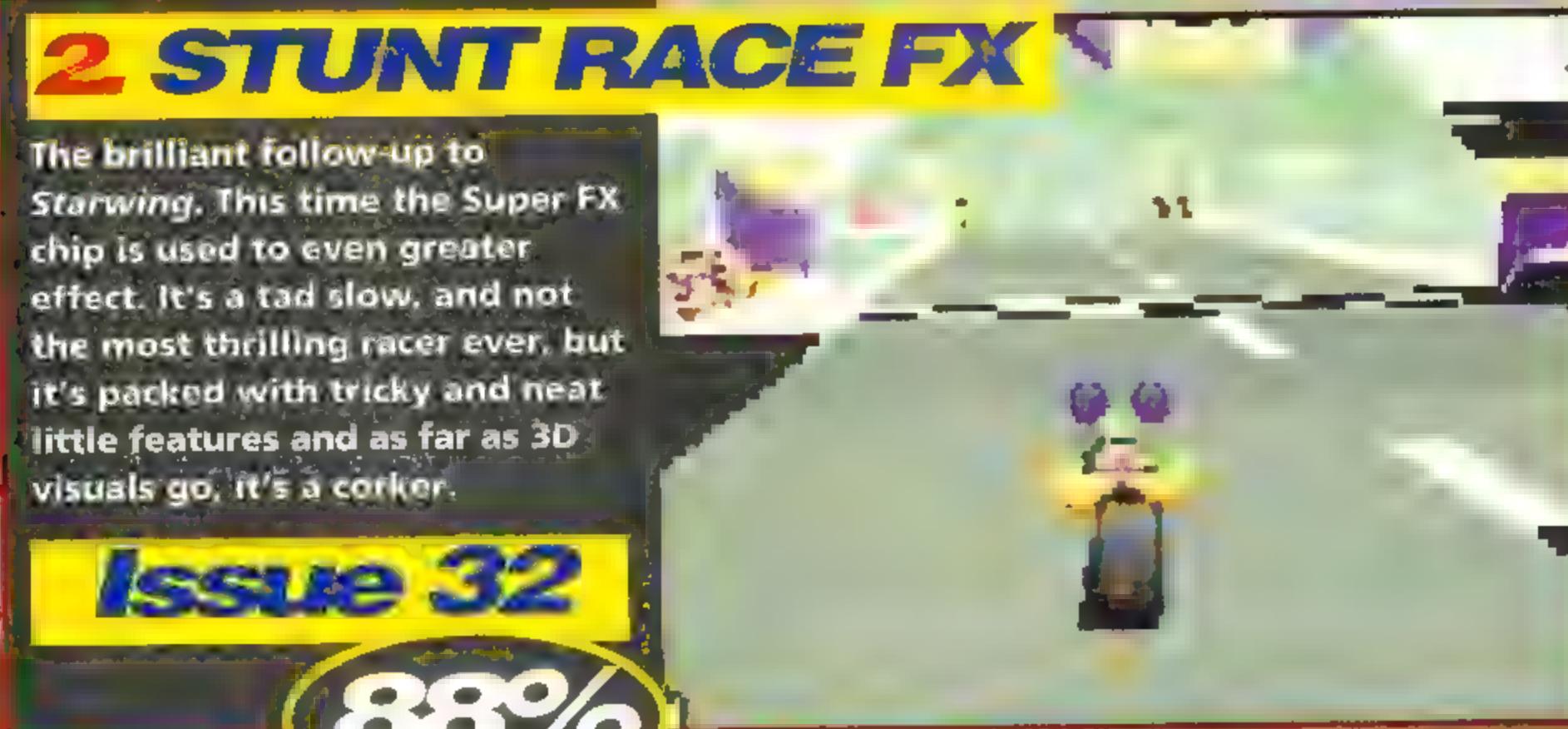
1. STAR WING

The first FX game and a taster of the brilliance to come. The graphics are splendid and there's also a great shoot-'em-up in there too. If anything, the gameplay is actually better implemented than in *Stunt Race FX*. This is a stunning game!



2 STUNT RACE FX

The brilliant follow-up to *Starwing*. This time the Super FX chip is used to even greater effect. It's a tad slow, and not the most thrilling racer ever, but it's packed with tricky and neat little features and as far as 3D visuals go, it's a corker.



Since we've done a bit of coverage on *Ultra Doom* and the Virtual Boy this month, we thought it would be a good idea to see what's hot and what's, er, crap 3D-wise on our three favourite games machines. Here goes...

3. PILOTWINGS

A complete and utter classic. It seems the early games were the only ones to use Mode 7 properly and this does it to spectacular effect. Oh, and the original concept of being a trainee flyer across many different aircraft was a neat idea too.

Pilotwings is just brilliant stuff!



Issue 11

91%

Street Racer

Hurrah! Ditch those FX chips. Let's see the SNES Mode 7 put to full use like this more often. A more than worthy successor to *Super Mario Kart*. It's splendid, and four can play at once.

Issue 36 91%

Wing Commander

Jerky 3D sprites zoom all over the place as you pilot your spacecraft around the galaxy. It's very playable, but somehow the 3D isn't quite what you'd expect.

Issue 14 89%

Vortex

Another FX game and, if anything, the worst of the lot. However, having said that, it's still a very good blast and evidence that given the power to produce decent 3D, the potential is there to open up a whole new area of gaming to SNES owners.

Issue 35 85%

Wolfenstein 3D

A little primitive, but the fast moving, go anywhere 3D works remarkably well to produce a very atmospheric shooter-cum-adventure game.

Issue 26 87%

Mech Warrior

Pretty bloody smart actually. The downfall is in the gameplay, but the 3D pumps the adrenaline around your body like nobody's business.

Issue 30 85%

T2 Arcade Game

No clever 3D trickery here, just an in-arcade blasting experience using standard sprite scaling. But it works very well. It's a frantic experience.

Issue 25 81%

Super Mario Kart

Excellent stuff. Superb in its day, and led the way to the brilliant *Street Racer* which can only be a good thing.

Issue 11 82%

Spectre

Fairly simple 3D here, thankfully though, the simplicity has lead to a fast, smooth game that is able to fully exploit the gameplay potential.

Issue 30 81%

Lawnmower Man

Many sections of this game feature polygon generated 3D visuals, all nicely created without the help of a Super FX chip. The difference between this and an FX game is obvious, but the coders have done jolly well to make the SNES perform this well.

Issue 24 79%

Eye Of The Beholder

The 3D here is fairly basic with the maze exploration format not quite being convincing enough. But in the absence of many 3D adventures, it's an engaging enough title.

Issue 32 73%

Super Battletank 2

A bit dull. The landscape is a bit bleak but the enemy vehicles are well-detailed and this helps to enhance the somewhat plodding gameplay.

Issue 33 70%

Dungeon Master

A classic on the old Amiga but somehow it's lost its charm in the transition to console. The visuals are detailed, but very static.

Issue 29 63%

Turn 'n' Burn

Raaasssp! A large bucket of slops. Crap 3D, crap gameplay, crap everything. Well, alright, it's not completely disastrous, but almost.

Issue 33 60%

Taz Mania

What a load of old drivel. The seed of a good idea is here, ditching the platform formula for a 3D race type thing, but it just falls flat on its face through sheer repetition and, well, being crap.

Issue 20 55%

Super Air Diver

Average, just average. The Mode 7 3D is only done adequately well and the gameplay is also a full time resident of Bland Street, Mediocrityville.

Issue 22 49%

Blazing Skies

Should have been good with its range of aircraft and slick Mode 7 graphics but the gameplay doesn't cut the mustard. Shame that.

Issue 12 42%

Super Strike Eagle

Why is it so hard to come up with a worthwhile flight sim on the SNES. *Pilotwings* was brilliant, but most flight games, like this one, are pathetic. Dismal 3D, no excitement.

Issue 19 38%

NES

Elite

A complete classic. All the 3D is done with wireframe polygons (they're not filled in) but this makes it fast, smooth, and coupled with the intense combat and intriguing trading aspects, it's a thoroughly special game.

Issue 11 96%

Ultimate Air Combat

That's more like it. Not a fully fledged flight sim (but that'd be tedious on a console anyway). This blends good 3D with some thrilling action, and all on a humble NES. Not bad!

Issue 15 82%

Swords And Serpents

Forget the rating, this is very old and as such, looks a bit poor now. Still, despite dreadful visuals, there's a pretty good RPG underneath.

Issue 2 82%

Silent Service

It's good, but more because of the originality of piloting a submarine and the good gameplay. It's certainly not the primitive 3D visuals that make it worthwhile.

Issue 18 75%

Shadowgate

Same rules as *Swords And Serpents* apply, but this isn't as good so think hard before trying it as a bargain buy.

Issue 2 74%

MIG 29

Ooh hard luck. This almost made the grade but again, couldn't quite come up with the goods in either looks or action. Try again.

Issue 21 70%

Top Gun

A bit of a nonsense really. While the film looked flash but lacked depth, this sadly looks cack and has never even heard of the word depth.

Issue 14 69%

F-15 Strike Eagle

Look, if you can't create a decent flight sim then forget it. This is as dismal poor as the majority of console flight sims. It just doesn't perform.

Issue 9 56%

Game Boy

Faceball 2000

A very unusual game featuring multi-player true 3D maze antics. It's odd, but it's also very exciting and the movement surprisingly smooth for a Game Boy. Splendid multi-player fun.

Issue 5 93%

Race Drivin'

It was crap in the arcades. It was crap on the SNES and by golly it's cr... oh, it's actually quite good. The gameplay is still ropey, but they've done a storming job with the filled polygons.

Issue 19 88%

Lawnmower Man

Like the SNES version, the 3D has been done surprisingly well. More so here, considering the Game Boy's limitations.

Issue 25 85%

Turn And Burn

Ace and fab and all that. Looks good, plays good. You won't get super 3D on a Game Boy, but this is so good it doesn't matter.

Issue 15 80%

Mysterium

3D maze-type RPG fun for all the family. Well, the one who's got the Game Boy anyway.

Issue 11 79%

Star Trek - The Next Generation

Captain Picard should be given a right good slap on his spammy head.

Issue 29 25%

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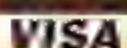
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You see, we're getting confused with all that Dustin Hoffman nonsense again. That's just the kind of game *Hebereke's Popoon* is – all those bonkers features, effects and samples have addled our brains. They seem to have had an odd effect on those delightful people at Marubeni as well – because they've decided to give away an amazing 100 – yes, 100 *Popoon* T-shirts. NOT BAD!



All you have to do to win one of these rather smart T-shirts, as modelled by the TOTAL! boys and Dave Golder, is to answer these two questions.

1 Name the hit 1967 film that Dustin Hoffman starred in alongside Anne Bancroft, with music written by Simon and Garfunkel?

2 And another film Dustin Hoffman's been in?

Send your answers on a postcard to: "Well, The Graduate's Got To Be The First One, And He's Been In Plenty Of Others So It Can't Be That Hard." Compo, TOTAL!, 30 Monmouth Street, Bath, BA1 2BW.

RULES RULES RULES RULES RULES RULES

If you don't obey these rules MAY SATAN HAVE MERCY ON YOUR SOUL!

- 1 Only one entry per person. We're a bit fed up of people who think they're more likely by sending in five envelopes. Fools!
- 2 Employees of Future Publishing and any other company mentioned on the TOTAL! Giveaway pages can forget it as well. No chance, matey.
- 3 The closing date for all these composes is 14th Feb 1995. That's also the final date for sending Valentine's Day cards to the TOTAL! team (especially Jon). I thank you.
- 4 Thicky Dyer's decision is final. And if he's not here then Jossie's will have to do.

PRIZE WINNERS

The winners of composes in issue 36 are:

US GOLD'S RALLY SCHOOL DAY:

Stephen Jenkinson, Kidderminster

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Simon Pennington, Workington. Stuart Renouf, London.

Paul Staples, Guernsey. Simon Cotton, Edinburgh. Iain

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WIN!

A DAY OUT FOR TWO AT OCEAN



Yes, amazing but true, a gamer's dream will come true thanks to the combined magic of TOTAL! Giveaway and the generous, friendly nature of those wonderful chaps and chappesses at Sony and Ocean.

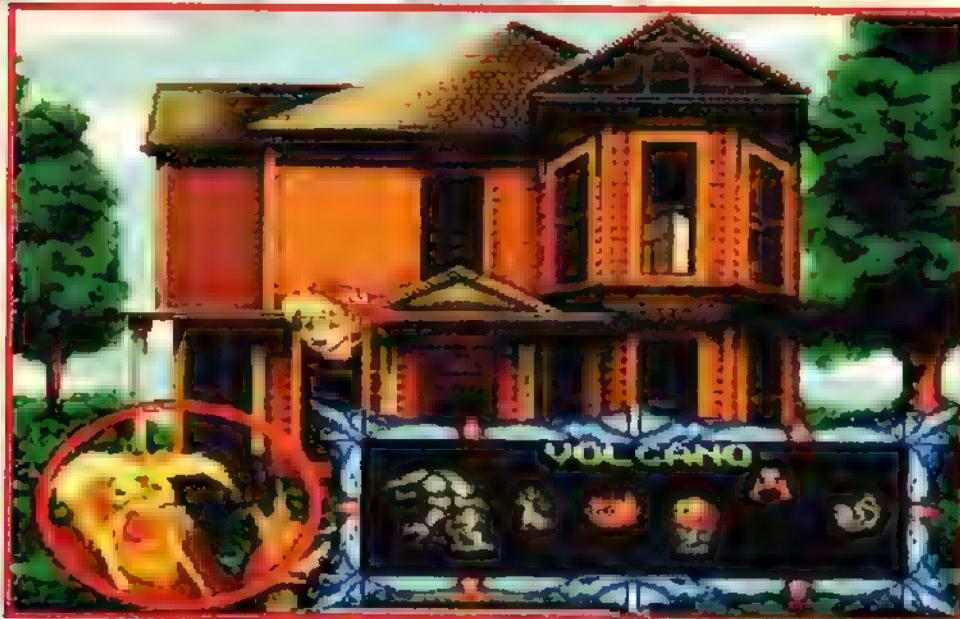
By answering one simple question you could be the lucky TOTAL! reader to enjoy an all expenses paid trip to Ocean's game development headquarters. You and a friend will meet the game designers, producers and developers who've delighted and thrilled you with their games, playtest their in-develop-

ment projects, enjoy a tour round Granada Studios plus get clued right up on all Ocean's latest top secret plans that they won't even tell us about yet (and we're their mates!).

Plus (sorry, I kind of ran out of breath there) the lucky winner will also win a copy of *Mighty Max* for the SNES and a *Mighty Max Squirty Suirty* head. Not bad!

Five lucky, but then again, some might say, not-so-lucky runners-up will bag themselves copies of the top new SNES game plus a squirty head each. Not entirely bad, either!

All you have to do is answer this simple question:
Q: How many times have we printed the word TOTAL! in this issue?
 Send your answers on a postcard to 'More Than Ten, Anyway, Matey!' Compo, TOTAL!, 30, Monmouth Street, Bath, BA1 2BW.



And take a trip to Granada Studios. Which this clearly isn't.

Hang on a minute, didn't we gave away some of these Mighty Max Squirty Heads last month?



Meet the people who made this rather spiffing game.



And win yourself a copy of *Mighty Max* for the SNES.

NEXT MONTH! STRAIGHT FROM THE USA!

In our very next issue we'll be bringing you a massive special report direct from the **Las Vegas Consumer Electronics Show**, the world's biggest event of its kind!

There'll be more exclusive news on the **Virtual Boy** with the first game shots!

We're also taking a look at what each of the systems below has on offer and why Nintendo look set to take the lead!



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PLUS! Masses of information on the exciting games that are coming our way throughout **1995**.
DON'T MISS IT!

Ooh! I'd better hurry back in time for Valentine's Day. You never know what might be waiting for me!



ISSUE 39 On Sale Tuesday 14th February

AWESOME ACTION

THE ADVENTURES OF MIGHTY MAX



ocean

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGA DRIVE



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